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EVIL DEAD

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ISSUE 12 • MAY 2000 \$7.95/NZ \$10.50 INC GST

DIE HARD TRILOGY 2, DUKES OF HAZZARD, FEAR EFFECT, ROLLCAGE STAGE 2





Wes Watanabe. Skateboarder. Nike Sueded Retro Jacket.
NIKE0129

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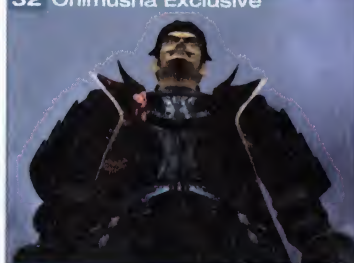
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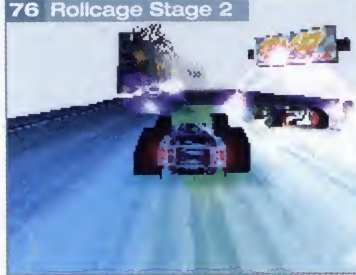
What good is your PlayStation if you can't enjoy it the way it was naturally intended? That's where your TV comes in, as well as your amplifier, your speaker sets, your subwoofers... Whether you are using SCART, S-video, RCA, or - heaven forbid - an RF lead, we'll walk you through some of the most awesome sound-and-vision set-ups you can have for your ultimate gaming pleasure.



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CONSUMER RIGHTS

There's lots of money involved in the videogames business, ergo there are likely to be many people trying to swindle you for your money. Whether you have been ripped off before or you are just not sure what to do in future, we provide a handy guide on how to protect yourself.

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HELP STATION

Your source for that little bit of extra help you need to finish that game. Australian Station provides numerous cheats every month on request, so if there are any you are looking for, be sure to write in to Miss Nurse!

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BUYER'S GUIDE

You've got a handful of cash, and you have to decide between several hundred games. We provide you with a listing of the latest games available on the market. We point out the winners and losers. And you get to buy them.

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This month's area of contention is piracy, how it's really affecting the industry, and how it should be dealt with. We suggest capital punishment, preferably by being drawn and quartered.

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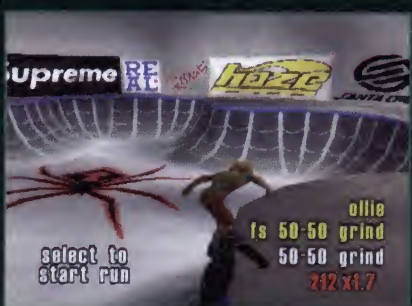


OUR PROMISE TO YOU!

Australian Station's mission is to provide you with the very best reviews, the most comprehensive news, and all of the information you need to be totally on top of everything PlayStation. As an unofficial magazine, we don't settle for betas and we don't source articles from overseas. We test everything for ourselves, so you can rest assured that everything you read in this magazine will be honest, unbiased, and based on the final product that you, the reader and consumer, may buy.

KEVIN CHEUNG
EDITOR





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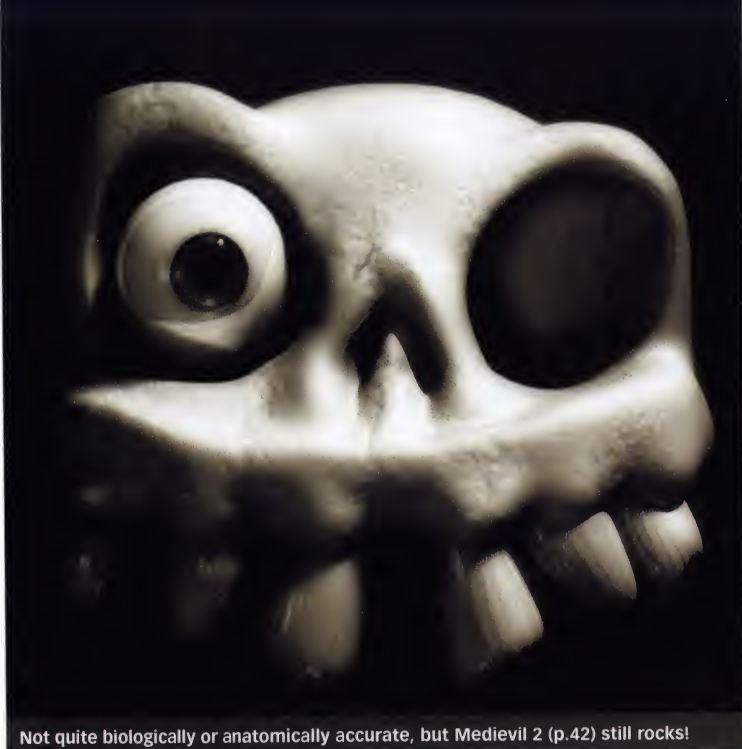
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Stop Press! We just got our PlayStation 2, and it's awesome! Somebody peel Kevin off the bloody thing!



Not quite biologically or anatomically accurate, but Medevil 2 (p.42) still rocks!

A LITTLE SANITY PLEASE!

The PlayStation doesn't exist in a vacuum. It exists alongside other equally enjoyable systems like the N64 and the PC. And believe it or not, the majority of PlayStation owners own more than just their PlayStation. Whether it's an N64 or a Gameboy, we're all rational enough to understand that it's the games - and not necessarily the system - that define the experience. It just happens as a matter of coincidence that the games we enjoy are all on the PlayStation. Great titles like Medevil 2, Star Ocean Second Story, and Fear Effect, all featured this month, are a testament to the quality of long term entertainment offered by the mighty PlayStation.

That's why the number of letters we've received about the PlayStation's latest rival, the Dreamcast, has been a little disconcerting. In particular, some of you are revelling in the fact that it has performed so poorly in our local market. Let's put it this way. Even if you were a diehard loyalist to a particular console brand, you'd still want a rival machine to do well. The industry has to grow. If the industry grows, it benefits us all because it means better games, better service, and better variety.

The fact that the Dreamcast managed to perform so woefully in Australia is not cause for celebration, but rather a very sobering reminder of how difficult it was for the PlayStation to become such a success in the mass market; and how easily it can be screwed up. Rest assured that when the PlayStation 2 is launched, it will be there not just for diehard PlayStation fans to enjoy, but for everyone.

And finally, please spare a thought for Hillous Lesslie, who is hanging up his uniform as the Deputy Editor of Australian Station. We will all miss his in-office cartwheels, home-baked pastry treats, and especially that damned bike he brings into the office every day. Hats off to one of the most passionate and dedicated people I know.

KEVIN CHEUNG
EDITOR



MEET THE AUSTRALIAN STATION TEAM

This month, we ask the Station crew what they'd be willing to do for a PlayStation 2



Kevin Cheung

Shave my head, eat the neighbour's cat, run starkers on the street during peak-hour traffic on national TV... you name it. I'll do it.



Hillous Lesslie

I'd be willing to give up my collection of Wipeout CD soundtracks for one. However, I draw the line at my bike. Nobody touches the bike.



Chantal Bairle

I'm going to wait for one of the generous souls out there give me a PlayStation 2 for a gift. Otherwise, I'll just play on the one in the office.



James Cotte

I would betray our forces in East Timor to the loyalist scum, or sell base to pre-schoolers. I would not, however, pay money for one.



Amos Wong

In case anybody hasn't noticed, I'm living in Japan at the moment. I got mine ages ago. But if I wasn't here, I guess I'd sell my soul.



Keith Talent

I think I'd do it the old fashioned way. Exercise a little patience, save up a very large wad of cash, and get it as soon as it comes out

RESIDENT EVIL TRILOGY

Big booklet with big playguides through three of the PlayStation's biggest games!



RESIDENT EVIL 3



RESIDENT EVIL 3



RESIDENT EVIL 3

This month's free booklet supplement covers the entire Resident Evil trilogy! Read on, if you dare...

Resident Evil! The game synonymous with the hot new genre of "survival horror," has set new standards on PlayStation in terms of tension and pure horror in the field of gaming. Set in the peaceful midwestern US town of Raccoon City, the epic plot revolves around the sinister Umbrella organisation, and their hideous science experiments that have gone awry, creating an army of zombies! In each of these harrowing escapades, you must battle alone through legions of the undead, in a desperate bid to uncover their mystery and save yourself before it's too late. But what if, despite all your

best efforts at besting the fiends, you keep on dying? How can one mortal possibly prevail?

RELAX!

With this issue of *Station*, you get the most comprehensive guide to the Resident Evil games ever assembled. Every nook, every cranny and every weapon you need is exposed and expounded on in comprehensive playguides to the full series of Capcom's crowning achievement. Whether you've just ran out and splurged on Nemesis, paid for the bargain that is Resident Evil 2 platinum, or found the first Resident Evil on an archeological dig, your free guide book is a fail-safe guide to completing the game when things get tough.

INCLUDED IN YOUR WHOPPING 64 PAGE BOOK ARE GUIDES TO:

RESIDENT EVIL 3 - NEMESIS

Your arch-enemy in this, the third and most thrilling of the series is a lumbering giant zombie with a black trench coat and a bad attitude. Not to

mention those nasty tentacles that he likes to reach out with, with the sole intent to molest and destroy the spunky Jill Valentine. What a bastard! Then of course there's the matter of the hordes of normal zombies who're on your case, and the baffling puzzles and merciless mini-games to roud out the action. Where to begin? There's no better place than right here, in a superlative playguide designed to let you finish this record-breaking game in record time.

RESIDENT EVIL 2

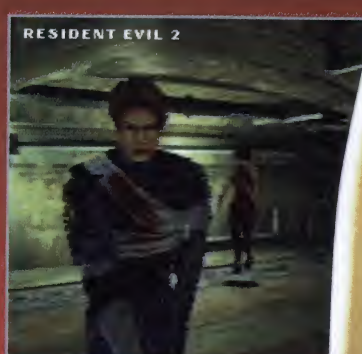
Now that this one's gone platinum, there's no excuse for any discerning game player not own this the second volume of the Resident Evil saga. After all, it's really two games for the price of one! Play as either Claire or Leon, and battle through flaming car wrecks, horrifying monsters and



RESIDENT EVIL 2



RESIDENT EVIL 2



RESIDENT EVIL 2



insurmountable odds. How?

Because you have our trusty guide at your disposal.

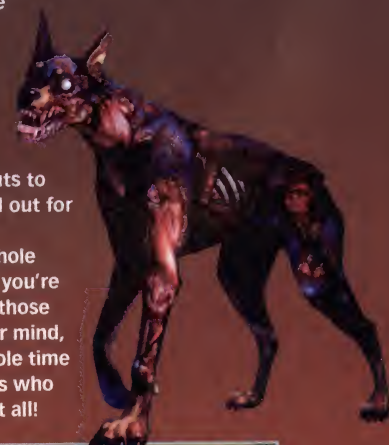
There's no reason that lickers, zombie dogs or collapsing buildings can stop you now, because no matter how frightened you get, the answer's only a few inches away. Stare the T-virus in the face and laugh!

RESIDENT EVIL 1

This where it all began. An abandoned

mansion, a mysterious outbreak, and two young police officers who stand between civilisation and a some of the least convincing zombie effects ever committed to film. Between the live-action fmv and the manic mansion to explore, there's enough chills in here to make hell freeze over, and enough wrong turns to confuse anyone. Once again, your complimentary booklet is the bible to your salvation. Fight the T Virus outbreak with confidence and style, once the shortcuts to success have been laid out for your convenience.

That's right - The whole trilogy is exposed, and you're the peeping tom! Give those zombies a piece of your mind, and remember the whole time that the Station team is who you have to thank for it all!



FEEDBACK



This is where the most important people in the gaming universe (you) get to voice their opinions about games. Send in your comments, concerns and complaints to:

FEEDBACK

Australian Station



Level 6, 418a Elizabeth St, Surry Hills, NSW 2010

Email: playstation@next.com.au or visit <http://www.hyper@ctive.com.au>

Also, each Letter of the Month will win an amazing DUAL FORCE STEERING WHEEL from Livewire!



eXistenZ had one freaky gun

I want my PS3 now!

Dear PlayStation Gurus,
I was reading issue 9 of your supreme magazine and the PlayStation 3 article got me thinking. You said that some Japanese PlayStation guy says that the PlayStation 3 will be a thousand times more powerful than the up-and-coming PlayStation 2.

My question to you is: if they know the PlayStation 3 will be so powerful, why don't they just make the super-duper-totally-beats-the-crap-out-of-the-competition console now?

They seem to know an awful lot about something that won't be out for nearly another decade. That sort of thing really gets to me. People say all sorts of rubbish, yet they know nothing of what they are talking about. Do you think that the PlayStation 3 will incorporate any quantum computer technology?

Psycho Mantis

Your closing question encapsulates absolutely everything I was going to say in response: nobody knows. This is so early a stage in time that there is no real telling what kind of technology will be available that many years ahead. What people do know, however, is the kind of performance standard that they are aiming for next time; and with each new machine, they are obviously going to be aiming much higher and higher.

Sure, it's 'possible' to make a machine 1000 times more powerful than the PlayStation 2, but there's no way you'll ever be able to afford it.

My cousin knows everything

Dear PlayStation People,
My cousin says people who spend too many hours on PlayStations are lame asses. How many hours is 'too many' hours? He also says the only thing worse than spending too many hours playing PlayStation is wasting time making lame-ass magazines about playing PlayStation. How long does it take to make an issue?

He says the nude pictures of Lara Croft are super lame ass, but Chantal Bairle isn't too bad looking



Every single South Park game sucks

and says you should stick some bigger pictures of her in there. He also asked me why he sees that Wu Tang symbol on the back of some jackets.

He said he went to see that movie Existenz and the guns looked like they were smelly old bits of KFC. Is the PlayStation going to release any of these guns as peripherals? He also says that it's not fair that I always beat him at South Park. And it's only because Cartman's too fat to hide behind the trees, and that he's only making the best of a bad situation.

He also says I'm wasting my time writing this letter because you guys won't put it in. Oh, and hi Anthony Carlo, Stefan, Leslie, and Bryan and Nana.

Nick Solimow



Gauge

We take a litmus test of the changing face of the world of PlayStation. Is it obsolete?

A premature requiem

Dear Station,
Congratulations on a highly informative mag. Great reviews, news, and excellent layout. Now, to a topic I know a great number of people are rather passionate about. This letter is a tribute to our much loved games console, the PlayStation. As we are getting closer to the release of the PlayStation 2, I would like to point out the enjoyment that the PlayStation has brought to many households.

Some of the greatest games of all time have been released on this unassuming little grey box. Such graphics, detail, sound, playability... I speak specifically of the Tekken series, Crash Bandicoot, Spyro, Cool Boarders, Gran Turismo, and countless others out there.

This electronic masterpiece will be remembered forever and sorely missed. Hopefully, we will be able to squeeze another year of new release games out of the PlayStation. Thankyou Sony and thankyou to the staff of Australian Station for being with us throughout these past few years.

Krumm

Whoa - hold on there, Slick. Even though everyone might be excited about it and all, the PlayStation is nowhere near finished yet. The PlayStation has a good number of years left in it, and Sony intends to continue supporting the PlayStation with titles like Final Fantasy IX, even after the PlayStation 2 is released. So you can put away those violins and all - the Fat Lady's not scheduled to sing for quite a while.





Crash Team Racing - the next genre

Judging from the expression on your dog's face (in the picture you sent to us), it is about as unimpressed with you as we are.

The thing is, as a mainstream diversion, spending "too many hours" on videogames is no different to spending time with your friends or watching television or listening to the radio, so unless your cousin is completely anti-social, I'm afraid he's quite alone in his opinion. To answer your questions:

- [1] A few weeks.
- [2] Because they're a popular hip-hop group.
- [3] Yuck...
- [4] You can't fault him for sucking at the game.
- [5] Your cousin sure has a lot of questions and opinions - are you sure you don't have any thoughts of your own to offer?



Waiting on PocketStation

Dear PlayStation Mag, I live in Tasmania, and I need to know whether or not you guys have got the PocketStation! Most PlayStation owners and fans really want to get their hands on one of them and we were just wondering when the heck it will be coming to Tasmania! (and how much is it going to cost?)

Bradley Kannegiesser

The PocketStation unfortunately won't be released anywhere outside of Japan. This is the result of a combination of various factors; the biggest concern being production problems. However, chances are that Sony's new PocketStation will be made available locally for the PlayStation 2.

Imperfect Genres

I totally agree with Pat Saunders from issue 9. We need more variety in the games that we are playing today, and I have a few ideas for some new game genres and ones that need more work. First, there is fishing. There have been a few pathetic attempts but they have all lacked depth in every way possible.

How cool would it be with a Gran Turismo of fishing where you have to win tournaments to get more money and buy new equipment and bait? The next genre is go karting. I don't mean games like Crash Team Racing - I mean simulations.

It would have to be official with all the real karts and equipment like all of the different classed engines all the way up to the 200cc superkarts. The next genre is

BMX freestyle and racing. I think that speaks for itself. I think any company that came out

with a good BMX game would earn an instant fortune. Well, see ya and thanks for listen to me babble on.

David Lawrence

No Fear Downhill Mountain Biking was half decent, as have been some of the attempts at go karting and fishing. They definitely could have been better. I guess what we are all waiting for is an Innovation of the Tony Hawk variety to happen to these lesser-known sports games.

More music please!

Hey people at Australian Station, I reckon you are doing a great job and I love your magazine. I have just a few questions and comments I hope you can help me with.

LETTER OF THE MONTH

This month's winner receives a Dual Force Steering Wheel!



Censorship hype

Dear Australian Station, You posed the question of why there's no R rating for games. I have been thinking long and hard about it and there's plenty of reasons why there shouldn't be one. Before I start, I should say that I am well in my 20s. Well, here it goes:

[1] I've been gaming a long time and it's taken ages for gaming to become a mainstream, or at least socially accepted hobby. What will non-gamers think when they see a PlayStation title rated R? Sex or nudity, of course! At least that's how people in general regard the restricted rating. So us gamers will again be perceived as weirdos, sex-maniacs, or social retards. It's a backward step.

[2] I firmly believe games which currently have an M rating will be just as likely to cop an R rating.

[3] If there was an R rating, you would get heaps of mail from kids complaining that they can't buy games such as the Resident Evil series, especially when mags call them 'must have' titles.

[4] Do you think for a minute the game makers want an R rating for their games? They want as wide an audience as possible, so an R rating would cost them sales. And besides, what parent would buy their child such a game, even if the kid begged them for it?

I could give you more reasons, but I've got a question to pose to you: what content would you want in a game with an R rating in it? Could you justify that for me? In closing, I hear there's to be movies made of Tomb Raider, Resident Evil, possibly even Duke Nukem. I, for one, would find it massively amusing and ironic if they all received an R rating!

P.S. No, I am not a wowser or a religious nut.

Robert

You have got a lot of valid points there, but I think you've bought into a lot of the mainstream sensationalism that is surrounded the issue.

[1] Basically, an R rating does not necessarily mean "sex and nudity". It 'can' mean sex and nudity, but the rating is designed to encompass a whole range of 'mature' concepts. Take, for



Tomb Raider - Sex and violence?

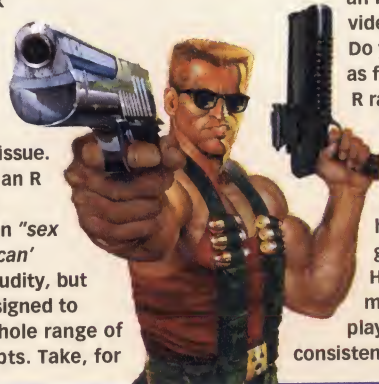
instance, the film Wall Street, which was purely about shady deals on the stock market; or Robocop, which just had drug syndicates and lots of people being shot up.

[2] It's a bit naive to think that an M rated game is just as likely to be rated R. A game is given an M rating based on the merits of its content - it doesn't have anything to do with a desire not to effectively ban a game through an R rating.

[3] This is more an issue of enforcement. Realistically, kids should be complaining anyway since there are MA15+ games that would be beyond their reach. Is there anything to suggest that the situation would be any different with the introduction of an R rating?

[4] That is very true, and it is a consideration in every media form. However, what's at stake here is not quite so much the commercial dynamics of releasing a game with an R rating - you leave that to the marketing people. What's at stake here are the basic liberties of freedom of expression, where the laws governing videogames are inconsistent with the laws applying to every other media form.

Why is it that a movie can have an R rating and videogames cannot? Do you consider that as fair? Introducing an R rating would not, in all seriousness, open the proverbial floodgates for heinous immoral game content. However, it will make the creative playing field fairer and consistent for everyone.





Vigilante 8: Second Offence - The game that put a rocket in your pocket

[1] I've played Vigilante 8 on demo and I love the game to bits, and I'm trying to find a copy of the actual game but I can't find it anywhere!

[2] Is Vigilante 8: Second Offence heaps better than the first one?

[3] When is Tenchu 2 coming out?

[4] Has Parasite Eve come out yet? Or is it still in development?

[5] Have any of you guys noticed how some of the games in your release schedule come out a whole month after the date that's been listed?

[6] This one is not really a proper question, but doesn't it shit you how all these music simulations like Fluid and Music 2000 seem to be rap and techno music? I am a full on thrashing headbanger and I would love to see a sim that lets you mix rock and metal tunes. Wouldn't you?

Thanks fellas, it would be great if you could help me out with the questions.

Rob

[1] Vigilante 8's a pretty old game, so you're likely to find it second hand at places like Electronics Boutique.

[2] Vigilante 8: Second Offence is definitely a better game. Gameplay-wise it's still the same blasting fun, but with the added benefit of hovercrafts, boats, and loads of new characters, weapons, and vehicles. And it's more readily available than Vigilante 8 is these days.

[3] That's something we would

like to know. The release date has been consistently slipping by the month, but we will let you know the instant that we find out.

[4] The game's not out yet, even though Japan and America have had the game for over a year. Anyone spell "stuff-up"?

[5] Yeah - it's one of those unfortunate things that even though we bring you the most up-to-date schedules, they're still subject to change by distributors without notice.

[6] Yes. Some of us



FREAKY QUESTION OF THE MONTH

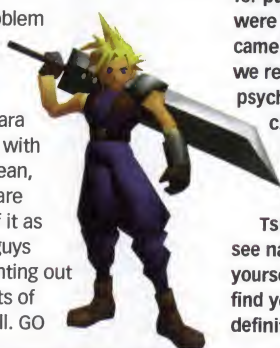
Throw a sharp query at us and you could win one of these →



Nude cover guys?

Hey Station, Well I love your mag. It's the best - but let me get to the point. One thing in issue 7 made me really, really, really MAD. You guys said that my husband Cloud had an affair with a 49 year old woman. NO WAY! I mean, I am going to have an affair with Squall, but Cloud won't find out.

Another problem that I have is I bet that all us girls are rather sick of seeing Lara running around with nothing on! I mean, sure, you guys are probably sick of it as well. I say you guys should start printing out some nude shots of Cloud and Squall. GO

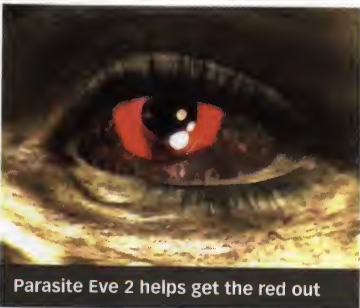


ON! I dare you! One for the front cover. Keep up the great work, and I am looking forward to seeing Cloud or Squall nude on the front cover.

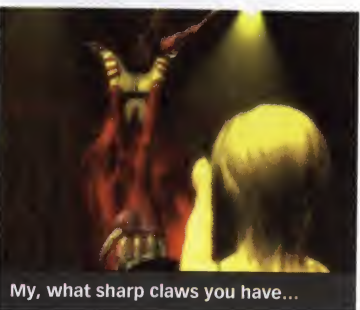
Meg

Ironically, somebody else sent in a disturbing illustration of Squall in the nude. Obviously, it was not suitable for publication. The first thing we were going to ask was how Cloud came to be your husband, but then we realised that you're one of those psychos who obsesses over game characters - just like those numerous boys who continue demanding the Tomb Raider Nude Code of us.

Tsk tsk tsk. If you really want to see naked guys, go out and get yourself a skin mag. Or better yet, find yourself a boyfriend. You can definitely do better than Cloud.



Parasite Eve 2 helps get the red out

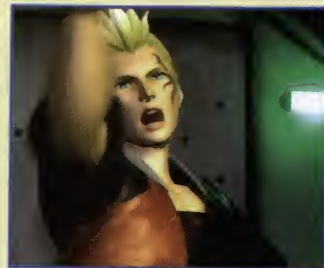


My, what sharp claws you have...



Gauge

Popular opinion changes over time. Just look at the latest angle on sex appeal in games...



Scantly clad women

Dear Station Magazine, I'm writing to say how annoyed I am getting with the girls who write into PlayStation mags to whinge about the number of scantily clad women that seem to cover the pages.

Being a girl-gamer myself, I buy nearly every PlayStation magazine that comes out, and yes, most of them do have half-naked women in them. So what? The main priority of game developers is to sell as many games as possible, and considering the majority of gamers are male, naked chicks are obviously the way to go.

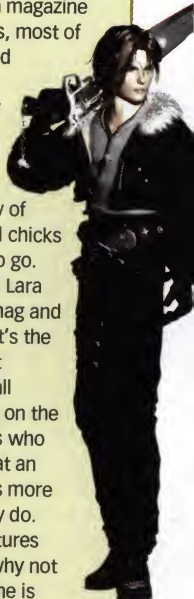
A guy sees a topless Lara Croft in the cover of a mag and is going to want it. But it's the same for girls. Hell, I get excited when I see Squall Leonheart or Zell Dinch on the cover. Maybe these girls who complain are jealous that an animated character gets more male attention than they do.

Anyway, if these pictures bother them so much, why not just turn the page. No one is forcing them to stop and look at them. So I say, go ahead guys, enjoy your half-naked girls, cause I know I like my sexy boys.

From the future Mrs Dinch

Well... aside from the fact that nobody should realistically be 'desiring' a computer-generated character, your letter couldn't have made any better sense. "Sexism", as it were, runs both ways. Let's put it this way - you don't see any guys complaining about how inadequate they feel every time they see a picture of Squall or Zell.

In fact, we are certain a lot of boys probably aspire to be something like these videogame heroes. By the same token, instead of complaining about Lara, why can't more girls aspire to be like her?



like metal, or industrial, or ambient, or classical. From a developer's standpoint it's easier to program techno, but that shouldn't stop them from at least trying. Perhaps more letters like yours will make them listen.

Anyone for anime?

Dear Station,
Please answer the following questions:
[1] Will there be any difficulty settings in Tenchu 2?

[2] Will there be a sequel to Syphon Filter, especially after the open-ended finishing? And will it have better FMV sequences? Because the ones in Syphon Filter sucked.

[3] I noticed in issue 9 that you used heaps of pics from my favourite anime series, Neon Genesis Evangelion, and said there's a game for it. Is there anywhere I can get it from?

[4] What do you think I should get, Gaming Gods - Vigilante 8: Second Offence or Grandia?

[5] Gran Turismo wouldn't save when I had 3 spaces on my memory card. Is that a system error or what?

David Osborne

[1] Most definitely.

[2] Yup. It's scheduled for release around about now, but the developers have been pretty tight-lipped about the game's production, so we will have to wait until we see the final product.

[3] Neon Genesis Evangelion has several off-shoot games in Japan, including Girlfriend of Steel (where Shinji meets a new girl) and a mahjong game. Incidentally, who wants to see an anime section in the magazine?

[4] Whoa... the games are like chalk and cheese. Both games are pretty good, so unless you are planning on getting both, just get whatever you are feeling like on the day.

[5] Some of the save files are larger than that, such as replay files - which explains why it wouldn't save.

Retro Quest: 1942

Dear PlayStation Gods
When I was a teenager, I used to go to the local amusement centre quite often, and the game I would devote hours and many 20 cent pieces to was 1942.

Someone once told me that this game was released on PlayStation, so I consulted a few games seller experts and they told me that my information is correct. The only problem, however, is that nobody knows where I can find copies of this game. So in total frustration, I write to you as one of my last hopes. Can you locate this mystery game for me?

Christian Frazer

The game you are looking for is called Capcom Generations. It contains 4 discs, each disc being composed of a collection of one of Capcom's classic series. The first disc is the one that contains 1942. The other disks contain really awesome retro games



like Super Ghouls 'n Ghosts, Gunsmoke, and so on.

It's been released by OziSoft in rather limited numbers, so it might be a little difficult to find. If all else fails, try contacting OziSoft themselves.

Someone get him a new TV

Dear Station,
Your magazine is just the absolute best. Could you please answer this question for me? Two weeks ago I had finished saving for my PlayStation so I went to the shop to buy one. I got it home and found out that I needed another \$40 to get one of those RFU adaptors. I was not happy. But do you reckon that Sony should give you the choice of both kinds of adaptors?

Ben Scott

Most TVs these days have RCA inputs and outputs as standard. That's why all PlayStations come packed with the standard A/V cables. The more modern TVs have S-video, component RGB, SCART, or even VGA inputs for superior picture quality, all of which can be used through special adaptors that are available separately.

If your PlayStation can only be hooked up to your TV by way of an RF unit, then your TV must be pretty damned old! Basically, in the long run, you are probably better off just being thankful Sony are still supporting such an old standard.



Mixed Pictures

Dear Station Magazine,
I started buying your magazine only just recently. I have a Nintendo 64 and I'm thinking of buying a PlayStation because I think the N64's games are just too babyish and expensive. This person I'm thinking about buying a PlayStation off sells them with 3 NTSC games and a mod-chip. I want to know what the difference between PAL and NTSC is, and whether or not you can sell me your demo CDs from past issues.

Jarrod Breckenridge

Hmm... we won't comment on that mod-chip. What we will tell you is that NTSC is the video standard used in the United States and Japan, as distinct from the PAL video format which is used in Europe and Australia.

The two video formats differ in terms of the lines of resolution and the colour format. In terms of past cover CDs, feel free to write in to our Subscriptions Department at 78 Renwick St Redfern, NSW 2016.

Thank God for rentals

To the guys at Station Magazine, I think your mag is the greatest in the world. Enough sucking up - here are some of my questions for you:

[1] I hired South Park and I think I totally wasted my money on this crap. What did you rate it, 3/100?

[2] Is there ever going to be a Pokemon game to come out on the PlayStation at all?

[3] Do you have any news on the next Star Wars game?

[4] I'm a wrestling fanatic, and I need to know what the latest wrestling games are and when they're coming out.

A Wrestling Fan

[1] We reviewed South Park in issue 7 and gave it a score of 65/100. In hindsight, considering how poor the game was, it probably deserved less.

And if you thought you wasted your money renting the thing - imagine how much you would have wasted if you just went in and bought it! In these circumstances, we'd think of it as money well spent.

[2] Nope. Never. Pokemon is owned by Nintendo. The closest you will ever get are games like Monster Farm.

[3] Lucasarts should be releasing Star Wars Jedi Power Battles very soon. It's a scrolling beat'em up/hack'n slash game, much in the same vein as Golden Axe. What we have played of the early betas are quite promising.

[4] Look out for WWF Smackdown, which should be out soon - if not now.



Syphon Filter 2's main character Gabriel Logan will have no truck with terrorists



PlayStation Update

NEWS AND INFORMATION

Of PlayStation 2's, brand new games, and Pamela Anderson Lee



The PlayStation 2 launch a massive success

Over 2 million PlayStation 2 consoles have been shipped and none of them remain...



Inquisitive onlookers absorb every aspect of Sony's new superconsole. Even the box's funky shade of blue is a crowd-stopper



The PS2 Girl shows off her wares



There's around 2000 units in there



Another imposing pile of PS2's

The launch of the PlayStation 2 in Japan on March 4th has gone down as the most successful launch of a new video game console in history. In one weekend, over a million units were sold, as hordes of Japanese consumers swamped their local retailers, desperate to get their hands

on the magic blue boxes that herald the dawn of a new century of gaming.

Savvy consumers took advantage of Sony's online marketing strategy, which cuts out the middle men and could make conventional retailing obsolete. While traditional electronics stores are cagey

about the forward-looking move, consumers have embraced the opportunity to buy PlayStation 2's online. When Sony first activated the service, it received over 100,000 hits in the first minute, causing their servers to crash!

Now that the machine is here, all the niggling little

questions that we've been fretting over has been cleared up, such as the question of hardware-based interpolation. It was long speculated, and long denied that the PlayStation 2 would provide graphics acceleration for old PlayStation games, running them in a higher resolution or with greater detail.

We now know that graphics interpolation is supported as an option from the PlayStation 2's startup screen. It will work with some games, but not others, and until a comprehensive list is published, trial and error will be the only way to tell which games for the PlayStation are compatible with the future.

PlayStation 2 games go off

Launch titles impress fans

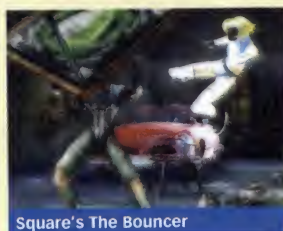
The range of launch titles for the PlayStation 2, if not numerically overwhelming, was staggering by virtue of the fact that even though these are first-generation titles that are just beginning to scratch the surface of the PlayStation 2's power, they were definitely outstanding in their own right.

One of the more innovative games available at launch was *Kessen*, which can simulate hundreds of mounted horsemen doing battle simultaneously, with full samurai armour and countless flashing blades.

Ridge Racer V achieved noteworthiness from displaying amazingly realistic cars in highly detailed environments. Debate continues as to whether the new *Ridge Racer Girl* is a worthy successor to *Reiko*.

Street Fighter EX 3 was another surprise hit, the only big name fighting game available at launch, and a refreshing take on the *Street Fighter* motif in its own right.

Hot on the heels of the first batch are some amazing games that seem to be surfacing by the week.



Square's *The Bouncer*

On March 30 came *Tekken Tag Tournament*. Originally intended as a launch title, Namco delayed it to improve sales of *Ridge Racer V*, and to fine tune the game's extra features, such as four-player simultaneous combat, and advanced tournament options.

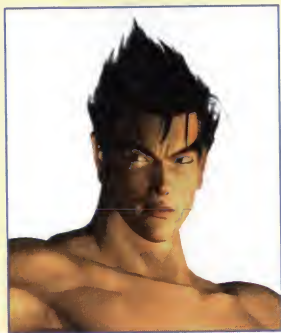


The PlayStation 2 will produce special effects unlike any seen before in a videogame

Other titles to round out March included *Gran Turismo 2000*, *The Bouncer*, *Dead Or Alive 2* and *Dark Cloud*. There were dozens more, most aimed at certain esoteric Japanese, er, tastes, but there are enough conventional games in the mix to warrant well-heeled

westerners to snap up the PlayStation 2 on import.

One game we are waiting for is "*Primal Image*," due out in Japan on April 27. It's a virtual model simulator, allowing the player to design, clothe, pose and photograph their vision of the perfect woman.



Hardware names

PS2 add-ons with familiar features

Like console, like peripheral; it looks like there won't be any ground breaking developments in the field of add-on devices for video game consoles surrounding the launch of the PS2, if the Japanese debut is anything to go by. Aside from the usual batch of AV cables and so forth, the hardware attachments available for the new machine so far include the *Dual Shock 2*, the *Memory Card 2* and the *Multitap 2*.

All of these gadgets perform exactly the same tasks as their PlayStation counterparts, only slightly better, and, with an extra touch of class.

The *Dual Shock 2* is visually similar to the first one, except it comes in matt black and has the added benefit of analogue buttons. The new improved

memory card holds eight megabytes of data instead of one. And the *Multitap 2*, aside from being essential for multiplayer action with the new generation of PS2 controllers, is functionally identical to its beige ancestor.

To be fair, Sony is waiting until it is technically and financially viable to release the exotic new PS2 gadgets that it has alluded to in the past, such as the 50 gigabyte hard drive, the cable modem and such. But if you expect anything other than a bog standard sequel from the PS2 and its henchparts, then you're in for a shock. Unless you count the neon blue stands. They come in horizontal and vertical...



PlayStation 2 DVD update

Software decoding ensures flexibility, upgradability

Now that the PlayStation 2 is a tangible reality as opposed to rampant speculation, the true nature of its DVD playback capabilities has become apparent. While it was once thought that DVDs would be played back through hardware encoded drivers, much like the CD player in the original PlayStation, it is now known that the PS2 will play DVD movies in software.

What this means is that every PlayStation 2 will come with a driver disc containing the DVD playback software, and you'll have to load the program off this disc, take it out, and then insert your DVD before you can actually watch your movie. This needn't become a rigmarole, though, as you will be able to copy the program onto a PS2 memory



DVD makes the PS2 the ultimate entertainment unit

card and run it off that instead.

While this arrangement may seem at first to be an uncalled for hassle, one quickly realises the flexibility of such an arrangement. It allows the software to be upgraded over the life of the machine, either downloaded off the internet or purchased by more conventional means.

The *Dual Shock 2* will be used to control DVD playback, but a more normal looking remote for the PS2 will be released by Sony late this year.

Sound output is by full Dolby 5.1 surround sound with sub woofer support, and the DTS sound format is also featured. Display types supported include 4:3 (normal TV size), 16:9 (widescreen) and full screen anamorphic. And don't forget the PS2 unit will be cheaper than most normal DVD players!

Tony Hawk 2 announced

The king of skateboarding returns...

Easier than Thrasher, better than Street Sk8er, better than 3xtreme, Tony Hawk has become the fan favourite skateboarding game on the PSX, occupying the top ten for

months and winning an almost universal base of appreciation.

Capitalising on this success, Activision are preparing a sequel that will exceed the performance of



the first Tony

Hawk game in every way.

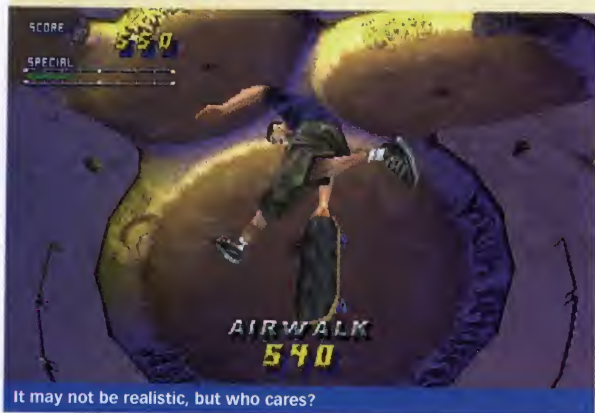
Due this September, *Tony Hawk's Skateboarding 2* will expand and improve on its seemingly perfect prequel, offering new skate parks scattered not just across America, but across the world. So far it's been confirmed that tracks will be included from New York, Marseille, and Rio de Janeiro.

You'll even be able to create your own skate parks by using a level editor that renders your creative vision on the fly. Rails, ramps, quarter pipes and every

other skate-friendly obstacle will be represented. Likewise, the appearance of your skater, their clothes and deck will be savable to memory card.

Once again Tony Hawk is monitoring the development process, supervising the addition of new moves and features as Neversoft refine their classic. This is one of the reasons why the first Tony Hawk was so great.

The number of tricks available for the player to perform was a shortcoming revealed by the release of Thrasher, but this has been addressed for the sequel, as every cutting edge ollie and grind has been included. Local distribution will be by Activision.



It may not be realistic, but who cares?



VIP busts on to PlayStation

Pamela set to inject PSX with full-figured action

Come November, PlayStation owners across the land will be able to bounce along to the theme song from one of late-night TV's biggest hits, *VIP*. Since its inception in late '98, *VIP* has shot up to become the single most popular TV show with America's youth, and can be seen in 60 other lucky counties, including this one.

Spreading their bets, Sony have done a deal with Ubi Soft to bring the show to every game platform known to man, and the odds are certainly stacked in their favour for this to be a well-rounded success.

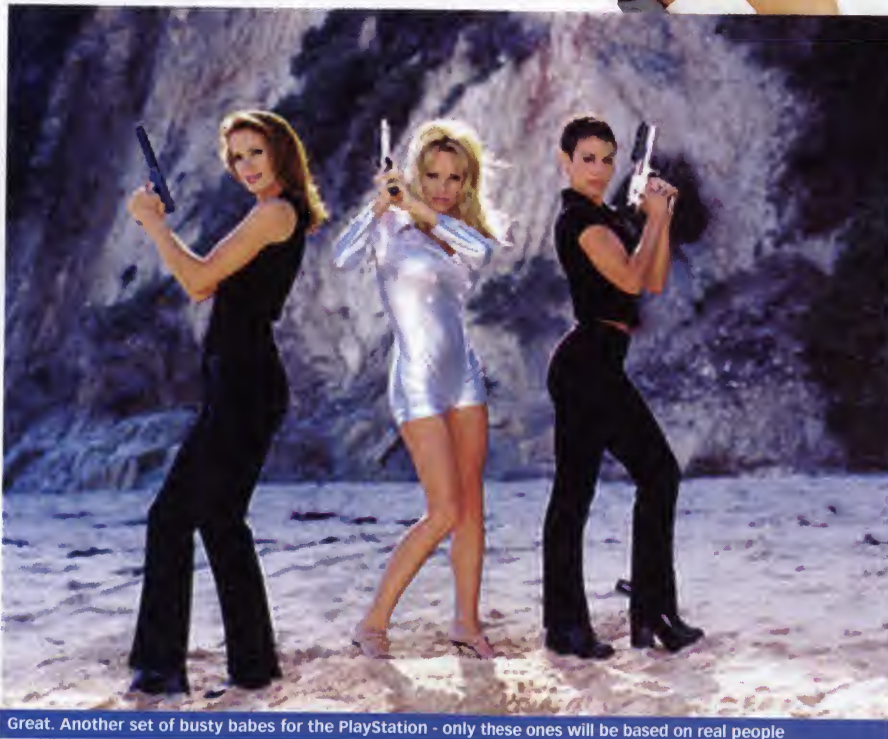
Pamela Anderson-Lee has gone down as one of TV's biggest stars, and plays the head of an elite bodyguard agency which places itself between Hollywood's hottest stars and all manner of sticky situations. Her all-female *VIP* team are a highly specialised force ready to handle any hairy situation that comes their way.

In the game, players will control Valley Irons, Pamela's character, as she grips the hard task of keeping public figures out of harms way. It looks like the game mechanics will resemble those of *Tomb Raider*, but Pam certainly has the creative assets and buoyant personality to grapple with the

PSX's reigning queen.

Considering the proud lineage of 3D adventure games that have gone before, it's a sure bet that *VIP* will push the silicon power of the PlayStation to the max. Details are still sketchy on the unique features the game will boast, but the weapons

have been thus far been described as "outlandish." Who knows, maybe it'll be like *Tony Hawk*, and you'll be able to unlock video sequences of Pamela's more ignoble moments. We'll be expecting big things from her.



Great. Another set of busty babes for the PlayStation - only these ones will be based on real people

Mini News



Final Fantasy IX

Final Fantasy IX will be released in Japan this July! This means a local release is closer than we thought!

Namco will be offering a course in programming games for the PlayStation 2. To be taught at their training centre in Yokohama, the six month course will cover the low-level programming necessities of the powerful but cantankerous new console. While graduates of the course will doubtless be quickly absorbed into an industry re-tooling to produce content for the PlayStation 2, it will hardly satisfy the swelling demand for skilled programmers, as there are only fifteen places available.

After a painful period of uncertainty, it has now been revealed that *Rogue Spear* is definitely coming out for the PlayStation. To be developed by Saffire, the makers of the N64 version, *Rogue Spear* on the PlayStation will endeavour to retain the innovative feel that made it such a hit on the PC. This eagerly-awaited sequel to *Rainbow Six* is expected to be out on the PlayStation by Christmas.

A second *X-Men* game is in production, to be released later this year and further exploit the hysteria surrounding the *X-Men* movie that will surface in the US in June. While *X-Men: Mutant Academy* is a fighting game, it looks like this other game will be an adventure game recycling the *Tony Hawk* engine, just like the *Spider Man* game does.



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PLAYSTATION FESTIVAL 2000

A month before the PS2 launch, Japan was going off

Twenty seven PS2 titles were out in force for gamers to sample at the PlayStation Festival 2000 at Makuhari Messe, held between February 19-20. The releases from the seventeen companies covered most genres from sports to simulation to fighting, each title was showcased via a plethora of demo units

and TV monitors surrounding a monolithic stand.

Sony's Gran Turismo 2000 had received a major boost in presentation compared to its Tokyo Game Show incarnation, now comfortably holding its own against Namco's racer.

IQ Remix featured detailed characters as well as funky silhouette background graphics and new game modes. Players can now negotiate a towering Forbidden Wall of black cubes, with only one vacant cube space to dash through.

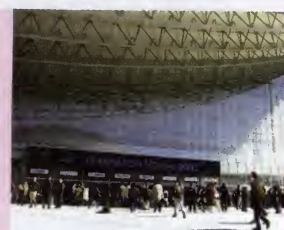
A simultaneous two player mode is also promised. Fantavision, another puzzler, was a variation of the classic Missile Command: players have to detonate similarly colour coded fireworks above a city. The ensuing explosions will also set off other fireworks nearby.

Be On Edge, the next evolutionary step in unique and unclassifiable games, required the realtime editing of eye catching animated movie clips to a beat, in order to create a mini movie sequence.

Namco rolled out sure-fire crowd pleasers such as Ridge Racer V and Tekken Tag Tournament. The former dazzled with intense speeds as well as beautiful car and environmental detailing. Tekken Tag's character lineup was as good as complete; like the best of the exhibited titles, the graphic level was superb, in Tekken's case a far cry from the humble looking arcade version.

Capcom showcased Street Fighter EX3 with characters faithfully reproduced in 3-D, unlike the blocky appearance of the cast in the previous polygon version. Boasting 3-D background elements in the stages, the fighting action was intense, thanks to the tag team feature and dynamic animated screens carried over from its 2-D counterparts.

Other titles included Konami's Drum Mania, Jikkyou World Soccer 2000, Powerful Baseball 7 and Let's Play Mahjong 2! Billiards, board and pinball games were supported by developers such as ASK Co, Takara and ASCII. Koei's Kessen continued to pull in the crowds. PS2's DVD features were showcased by Warner Home Video's The Matrix. Despite



lines 10 deep waiting to play games, on Saturday the exhibition floorspace wasn't packed out to capacity like the Game Show. Probably because fans were keener to preordering a unit for themselves instead.

Indeed, Sony's online direct marketing network shut down shortly after coming online, due to an overwhelming response from gamers: within the first minute the site was inundated with 100,000 hits for PS2 preorders, increasing by 40-500,000 each minute thereafter.

"I was worried I'd have eggs thrown at me," joked Ken Kutaragi on stage during the business day regarding the incident, though he was quick to assure the audience enough software and hardware units will be readily available on launch date, regardless of whether a reservation had been made.

After a thank you message to PS2's developers and supporters as well as

commenting enthusiastically on the quality of games about to be released and their developer's creativity, Kutaragi exited and Capcom producer Yoshiki Okamoto took the stage.

"The chip is really complicated to work with," he laughed, when quizzed about PS2 development status, adding that "it has great potential, so we'll get more out of it as time passes."

First up were new movie scenes from the highly anticipated Onimusha, including the premiere of in-game footage. Accompanied by a rousing orchestral score, the main character (an excellently digitised actor/idol Takeshi Kaneshiro) sliced his way through waves of partially human looking enemies and ran around the outskirts of a Japanese castle.

Immediately noticeable was the fine detail of the human and nonhuman cast, worlds away from initial PlayStation





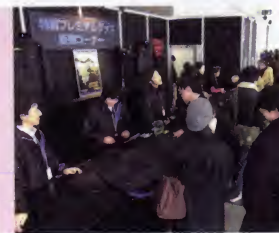
"Buy, my children..."



PR bunnies dressed up as game characters are normal at Japanese game launches



War is serious. So are the Kessen girls



screenshots. Unlike Resident Evil, character's shadows are now realistically shaped and shift according to the lightsource position. While the camera and backgrounds are still fixed (see Keiji Inafune's interview last issue), the game looked beautiful.

"It has good fighting spirit," Okamoto remarked, half-joking that "it feels great when I'm cutting through enemies!" Kaneshiro, he revealed, was very committed to the project, beyond just supplying the main characters' face and voice. "He played a significant role, offering many suggestions during development."

"Currently Onimusha is 90% complete, but we will continue development up to the release date and refine the graphics and gameplay. Officially, it's due for a Summer launch... but it could be Autumn," he said, laughing.

Other forthcoming Capcom titles included Maximo, a 3D

Ghouls and Ghosts. With character designs by famed artist Susumi Matsushita (who Okamoto quipped came at a considerable expense), the style was cute and comical along the lines of Toy Story.

Two titles in development with Game Arts were updated mecha shooters Gun Griffon Blaze and Slipheed. The latter was only shown as a fabulous CG movie clip with space fighters launching from a battlecruiser that brought to mind the opening of Macross: Do You Remember Love?

Last but not least, was the next installment of Bio Hazard. Currently in production, no images were shown, just the announcement. "Everyone's suffering," laughed Okamoto, citing the complexity of the PS2 chip. Not missing a beat, the stage host responded "well, please suffer for us!"

After a clip of From Software's forthcoming

Armoured Core 2, famed mecha designer and Macross Shoji Kawamori had a video letter for the audience. He commented that the PS2's capability to produce even more beautiful images than its predecessor has allowed for an unprecedented amount of detail for the Core units, especially the backs of the giant robots, adding that even more exciting surface or air battles will be possible.

He wasn't kidding, virtually the entire back and leg sections of a mecha in the clip was made up of jet packs. Performing an aerial manoeuvre, it flew over a military base before bombarding it, in true Macross fashion, with an array of twisting, jet trailed homing missiles.

Both Tecmo and SCE rolled out development units to show Dead or Alive 2 and RPG Dark Cloud as a live demonstration. The former was largely a repeat of the Tokyo Game Show's Dreamcast sequence, albeit at a

noticeably sharper resolution. SCE's Tokuoh Fujiwara demonstrated Dark Cloud's incredible world-building feature.

Amazingly simple, the process involved moving a cursor on an overhead map screen, selecting elements from a menu and plonking it on the map. For instant gratification, players can immediately switch back to the intricately detailed roaming mode, where the character can cross the bridges, traverse the forests and peek inside the windmills or houses created mere seconds before.

Also shown was a dungeon exploration sequence where extra weapons and parts were acquired from orbs and treasure chests. Battles with skeleton enemies were executed via snappily choreographed automatic fight sequences as well as the standard manual combat.

From SCE's Deep Space team (comprising of ex-Res Evil

staff) was a movie of their forthcoming Extermination. Billed as a 'Panic Action' game, it's not difficult to guess where it got its cues from.

The footage, which was in early stages, showed an armed agent infiltrating a complex teeming with mutating creatures. The character was also chased through snowy terrain by an unseen enemy and hanging on for dear life as the ground collapsed beneath him. Resident Evil fans have another title to look forward to.

From the online response, developer enthusiasm and TV campaigns starting up in Japan (Coca Cola, unsurprisingly, is one of the first companies attached to PS2) at the time of writing, there's plenty of excitement leading up to the console's March 4 launch. SCE plan to sell a million units during the first wave of shipments. If you haven't already, start saving now.

Syphon Filter 2 bites

Action packed sequel days away!

As this issue was being readied for the printers we had yet to play the final version of *Syphon Filter 2*, but based on our limited experience with a near-complete build of the game, it's going to be an unadulterated cavalcade of capital A action!

The sequel to 1999's surprise espionage hit, *Syphon Filter 2* sees the return of Gabriel Logan to the forefront of counter-terrorism, and this time he is joined by a rather spunky Oriental offside by the name of Lian Xing.

The stage is set by a nuclear accident in Kazakhstan and civil unrest in China. *"The Agency"* has been stirring up trouble in Asia again, and if Gabe can't

stomp out the forest fires of revolution, the world will yet again face decimation when the ultimate biological weapon, the Syphon Filter virus, attacks.

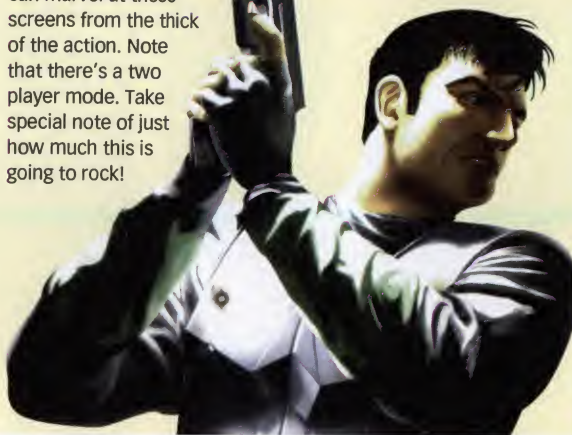
This all constitutes an extremely complex sequence of events, and while a lot of this is expounded in the cinematic bridging movies, the individual levels you have to pass will have multiple, convoluted objectives to complete.

Every facet of the game has been improved from the original. The action is much smoother, the environments are detailed, and the sense of urgency and dramatic tension is sustained throughout.

We will have the full review next month, but for now you



can marvel at these screens from the thick of the action. Note that there's a two player mode. Take special note of just how much this is going to rock!



Going Off



Hardly Sir James...

What has the world of publishing come to, when any old magazine can prance about saying they have an "exclusive" review of a major new game, when another magazine has covered the same game at exactly the same time, and yet another journal reviewed it a fortnight before that?

The game in question is *Gran Turismo 2*, and a certain magazine competing with us filled its four page review with enough superlatives and hyperbole to sink a battleship. Filling their piece with sycophantic platitudes, they skirted around the game's flaws such as slowdown and unoriginality, and on top of that had the gall to claim that they got in first!

Feelings of chumminess with the industry, and a stark refusal to give an impartial review to a game, no matter how "big" it is are hallmarks of largesse and biased, lazy indulgence. And to claim an exclusive on top of this, in the sober text of the editorial page is the height of vanity.

What's more, when a reviewer, a so-called professional can rattle off 500 odd words of review, and spend most of the time going on about how good they are and making lame sexist jokes, it just makes your blood boil. Please tell us about the game, not your sex life!

Another thing that pisses me off are indulgent, ugly columns where magazine writers crap on about any old thing, and think they can pass such dross off as diverse journalism because according to their bloated sense of self-importance, the public is dying to hear them talk out of their arse.

No Girlfriend? No Problem!

Create your own virtual babes!



Not content with simply making games on Sony's new super-console, Atlus will be producing a title where you can create your own CG characters! That's right: all the characters you've seen out of FMVs like *Final Fantasy VIII* and *Soul Blade* can now be created by you... sort of.

Titled *'Primal Image'*, Atlus' new program allows you to manipulate the size and shape of 3D characters, determining their physical attributes, colouring, and even the finer details of their costumes. The most obvious application of this is making virtual babes. You'll even be able to pose them and take virtual photographs...



The Strangest Freebie

Cadbury's Easter Egg Press Pack

Easter! Everyone's favourite pagan fertility festival, now rolled over into a chocolate drenched consumer frenzy of tooth-rotting indulgence! What is it about chocolate that makes it taste better in egg form?

What makes TV networks think we give a rat's arse about their recycled U.S. TV specials? And what's so unusual about a press kit full of chocolate Easter goodies? After all, is it not Easter?

Well, this little bundle of joy from Cadbury's qualifies as our Strangest Freebie of the Month because of when it arrived. In the middle of December. Full marks for forward planning, but it comes off as a little mercenary. As does the product itself, for while *The Easter Bunny* is in the public domain, there's nothing stopping Cadbury's from making up an original character of their own to plaster with corporate livery.

The puppet they came up with is called *The Great Bunny*, and he wants to spread his seed to all the children of the world.



Apparently, the Earth was once covered with chocolate plants which have been driven to the point of extinction, and now can only survive deep underground. But *The Great Bunny* has a plan - by stashing the seeds of these plants in hollow chocolate eggs, and distributing them to supermarkets across the land, a new golden age of chocolate can be secured.

But it's hard to put any faith in a humanoid rabbit in a purple and yellow waistcoat, no pants, and a wry smile who wants us to eat his seed.





now with
*real.
fruit*



TASTE TO THE LIMIT



DIGITAL VERSATILE DISC

All the latest DVD and music CD releases for your multimedia pleasure

Austin Powers 2: The Spy Who Shagged Me

Here's proof that the resurgence of the Swingin' 60's fad is truly here to stay. Austin Powers 2 is essentially Mike Myers' second attempt at the hit comedy about an extroverted sex-god who's a photographer by day and a secret agent by night.

Unfortunately, if you've seen the original Austin Powers, you're going to recognise that this movie repeats all of the old gags virtually word for word. Apart from that, the movie's much better produced, and it's almost enjoyable - assuming you can put up with Mike Myers hamming it up as every second character in the film. Heather Graham sets this film on fire.

FEATURES: Deleted scenes, The Making Of featurette, theatrical trailer, music clips, interviews, filmographies.

MOVIE: 8/10 DISC: 10/10



DARKMAN



BODY DOUBLE



A BUG'S LIFE

A Bug's Life

A surprisingly offbeat and entertaining computer generated film about the struggle of a colony of insects against oppression. This disc was mastered directly from the original digital source, and the quality shines through in every frame. From Disney's CG studio Pixar, the makers of Toy Story 1 & 2. **FEATURES:** Widescreen & pan 'n scan (full frame) versions flip-sided on the same disc, out-takes, Pixar's 1997 Academy Award winning short film "Geri's Game."

MOVIE SCORE: 9/10 DISC SCORE: 10/10

Body Double

Two words: Melanie Griffith! The undisputed queen of 80s motion picture non-acting appears here in a very 80s thriller by Brian De Palma. The plot is sort of about a guy spying on his wife, who is in turn deceiving him by using a look-alike, but the action quickly moves into the seedy world of adult films. 80s aficionados will note the excessive use of hairspray and venetian blinds.

FEATURES: Talent profiles, Original movie trailer, Melanie Griffith!

MOVIE SCORE: 6/10 DISC SCORE: 4/10

Darkman

This was directed and co-written by Sam Raimi, more famous for the excellent Evil Dead movies. Liam Neeson stars as a brilliant scientist researching synthetic skin who is horribly burned by gangsters. But while he no longer has a face of his own, he can now mimic anyone, and uses this ability to great effect in pursuit of those who scarred his body and mind.

FEATURES: Dual layer disc, 7 different audio languages, production, cast and filmmakers' notes, theatrical trailer.

MOVIE SCORE: 7/10 DISC SCORE: 6/10



THE FRIGHTENERS



HEAT

The Frighteners

Directed by New Zealand's own Peter Jackson, who has a definite cult following from his low-budget hits Bad Taste, Meet The Feebles and Brain Dead, and is currently working on The Lord Of The Rings. Michael J Fox plays Frank Banister, a small time ghostbuster who has the unusual ability of seeing and interacting with the dead. He then becomes the prime suspect when the spectre of a serial killer starts killing off all of the townsfolk. **FEATURES:** Dual layer disc, production notes, cast & filmmakers' notes, theatrical trailer, 7 audio languages.

MOVIE SCORE: 9/10

DISC SCORE: 7/10



IDLE HANDS

Heat

This is basically just a cops and robbers story updated for the 90s, but it's one of the best films in

the genre ever made. Starring Robert De Niro, Val Kilmer as his offsider, and Al Pacino. There are some incredible gunfights as the heroes and villains blast away at each other with M-16s and AKs, and all the stopwatch timing is what you'd expect from crime on the big screen. **FEATURES:** Dual layer disc.

MOVIE SCORE: 7/10

DISC SCORE: 4/10

Idle Hands

...Are the Devil's playground. A teenage cone head finds his right hand possessed by absolute evil, and committing unspeakable acts against his will!

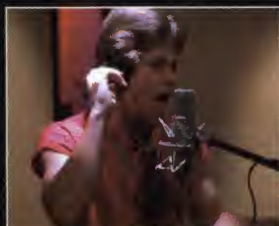
FEATURES: Audio commentary with Seth Green, Elden Henson and director Rodman Flender, profiles of director and key cast, making-of featurette, alternate ending, storyboard to film comparisons, trailer.

MOVIE SCORE: 5/10

DISC SCORE: 9/10

GALAXY QUEST

Don't forget to catch Galaxy Quest at the movies! This new sci-fi comedy takes the piss out Star Trek geeks and the wahed-up actors they worship.



Boogie Nights

Another movie that follows the recent trend of trying to blur fantasy and reality in Los Angeles, like Short Cuts, Pulp Fiction and Magnolia. But this one is actually a semi-factual account of the porn industry in the late 70s, and focusses on the career of porno legend Dirk Diggler, played by Marky Mark. Also starring Heather Graham as his partner in porn, and Burt Reynolds and porno film director Jack Horner, Boogie Nights derive most of its entertainment value from the sheer stupidity of Americans in 70s LA, and a swag of jokes about the size of Dirk Diggler's member.

FEATURES: Biographies of Key cast, but oddly enough no audio languages other than English, and no subtitles at all.

MOVIE: 8/10

DISC: 3/10

ROLLERGIRL



The Exorcist

"The power of Christ compels you! The power of Christ compels you!" This is one of the best films you'll EVER see. A Jesuit priest who's doubting his faith is called to investigate a possible case of demonic possession. Full of stunning imagery and chilling dialogue, The Exorcist is a gripping exploration of faith and the supernatural, but is best remembered for the bits where the little girl swears in a demonic voice, vomits green bile and spins her head around. Unmissable.

FEATURES: 8 theatrical trailers, 52 minute featurette "Fear of God," 6 TV spots, interviews, separate commentaries by William Friedken & William Peter Blatty, sketches, storyboards.

MOVIE: 10/10 DISC: 9/10



Roxanne

This is a modern remake of the classic play Cyrano de Bergerac. Steve Martin's character, CD, is charming, eloquent and in love with Roxanne (Daryl Hannah), but is far too afraid to approach her due to his comically large nose. So he vicariously seduces her by supplying another man who's smitten with her with love poetry. This was made way back when Steve Martin didn't suck, and is as good as lightweight comedy gets. Roxanne also includes the finest tennis racquet fight ever committed to film. **FEATURES:** Profiles of Steve Martin and Daryl Hannah, theatrical trailer.

MOVIE SCORE: 5/10 DISC SCORE: 5/10



UNIVERSAL SOLDIER: THE RETURN

Universal Soldier: The Return

Can anyone believe Bill Goldberg, Michael Jai White, and Jean-Claude Van Damme could be involved in a serious discussion of the conflict between man and machine in our post-modern society? Van Damme has been cured of being an undead remote-controlled war machine, but now an evil super computer is using an army of unisols to take over the world! **FEATURES:** Cast & Crew profiles, Interviews with Van Damme, White and director Mick Rogers, on-set workout featurette with Michael Jai White, behind-the-scenes featurette, movie trailer, and an excellent heavy metal soundtrack.

MOVIE SCORE: 6/10 DISC SCORE: 9/10



THE THIRTEENTH FLOOR

The Thirteenth Floor

Yet another techno thriller in which advanced video games are used as a primitive metaphor for mankind's struggle with unanswerable metaphysical questions on the nature of consciousness. Not as good as Existenz, or even Tron, but it is undeniably the silliest noir film of '99. **FEATURES:** Audio commentary by director Joseph Rusnack and production designer Kirk M Petrucci, conceptual art gallery, "Before and after" special effects comparison, profiles of director and key cast, video clip "Erase/Rewind" by The Cardigans, theatrical trailer.

MOVIE SCORE: 3/10 DISC SCORE: 9/10



ANIME CENTRE

Without PlayStation, we also amuse ourselves with the latest in Japanese animation



Vision of Escaflowne (Tape 1)

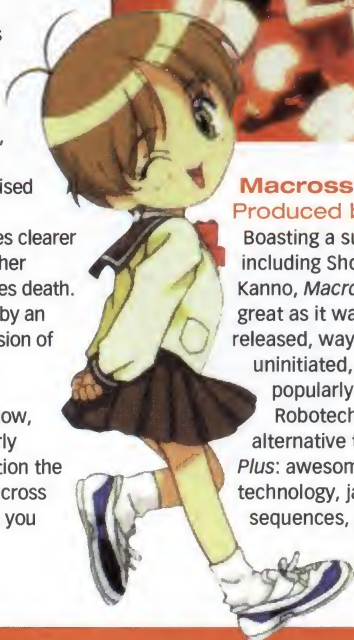
Produced by: Bandai Visual

Those of you who have been looking for a new series to replace the immensely popular Neon Genesis Evangelion should look no further. *Vision of Escaflowne* is a 26 episode epic that easily fills those shoes. Told through the eyes of a young schoolgirl named Hitomi Kanzaki, this series takes you away to a fabulous otherworld where Earth is known as the Mysterious Moon, and giant crusty-skinned dragons wage fierce battles against astonishingly powerful mechanised warriors, called Guymelefs.

Hitomi's place on this world, Gaea, becomes clearer with each episode as she comes to grips with her newfound ability to see into the future. She sees death. She sees kingdoms in Gaea being slaughtered by an invisible army of Guymelefs. And she sees a vision of *Escaflowne*, a powerful Guymelef of legend.

Escaflowne is essentially the best fantasy/mech anime you will find anywhere now, and possibly for the next year or so. It is utterly absorbing and brilliantly scripted; not to mention the fact that the Guymelefs were designed by Macross legend, Shoji Kawamori. Watch one tape, and you will be hooked. We guarantee it.

RATING: 10/10

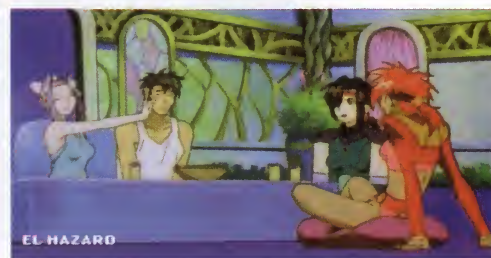


Macross Plus (Tapes 1-4)

Produced by: Big West

Boasting a superstar production staff including Shoji Kawamori and Yoko Kanno, *Macross Plus* is still every bit as great as it was when it was originally released, way back in 1995. For the uninitiated, *Macross* is the series popularly known to the West as Robotech, the popular 80s alternative to Transformers. *Macross Plus*: awesome mechs, mind-boggling technology, jaw-dropping skirmish sequences, great music... definitely a great classic.

RATING: 9/10



El Hazard: The Alternative World (Tape 1)

Produced by: Pioneer

Like Pioneer's other 'love it or hate it' series, Tenchi Muyo, the *El Hazard* franchise just refuses to die. Bong-headed Fujisawa finally marries Miz, Makoto is caught in an even more complicated love triangle between Nanami and Shayla Shayla, Jinnai still can't control the pitch of his voice when he's excited, there's some new lesbian action with the Princess Rune impersonator... you really have to have followed the last 50 or so tapes and offshoot before you can make any sense of it. The twist here, of course, is that they have been sent to a new alternate world to bitch and fight in. Seriously, this series is well past its expiry date, now having reached the equivalent rank of the Police Academy series.

RATING: 5/10

COMMODORE 64 MUSIC

The Commodore 64 was the most popular home computer across the globe in the late 80's, and those who were part of the C64 experience will remember the music as much as the games. Because of the tiny amounts of memory available to composers working with the C64, normally only a few kilobytes for an entire game, and the basic nature of the synthesiser chip they were working on, they had to be creative in the extreme in order to squeeze

any decent music out of it. This they did, and some of these beats were so sublime that they still ring true in this age of CD quality sound. What's more, some will even seek out recordings of C64 music, and thanks to an enterprising group of Brits, now they can buy them over the internet at www.c64audio.com, an invaluable resource for C64 audio fans.

Back In Time is the first volume of studio remastered C64 tracks, and has faithful adaptations of tunes from classic games like Rambo First Blood Part II, Thing On A Spring, The Great Gianna Sisters and Wizball.

Back In Time II follows on from the first, and offers remixes and interpretations of some other 8 bit classics, like Terra Cresta, Aztec Challenge, Driller, Ghosts 'N Goblins and Forbidden Forest.

Also available from the web site are CD-ROMs chock full of C64 audio warez, such as MP3s, or even the original SID files the music was coded in, and emulators to play them! You can download sample files from all of their collections if you want to try before you buy.



This awesome competition will close on May the 20th, 2000.

COMPETITIONS

Medievil 2

Win a copy of Sony's latest sword-swinging hit!



Don't lose your head! This month, with thanks to Sony Computer Entertainment, Station Magazine will be giving away 5 copies of their awesome new action title, *Medievil 2*. That's right, five of you lucky readers will be able to enjoy the latest freaky madness of the undead on us.



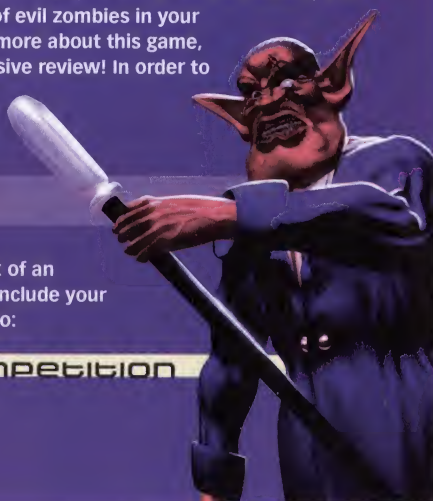
And what exactly is *Medievil 2*? Well, it's only the sequel to one of the classiest action/adventure games last year. Taking control of a 700 year old knight brought back from the dead, you have to stop the evil madness that's been unleashed by the ancient spellbook of doom, the Book of Zarok. Make use of swords, crossbows, cannons, blunderbusses, and hack the heads and limbs off of evil zombies in your quest! If you want to find out more about this game, check p.42 for our comprehensive review! In order to be in the running to win a copy of this awesome game, just answer this question:

HOW MANY EYES DOES DAN FORTESQUE HAVE?

Write your answer on the back of an envelope, and don't forget to include your name and address! Send it in to:

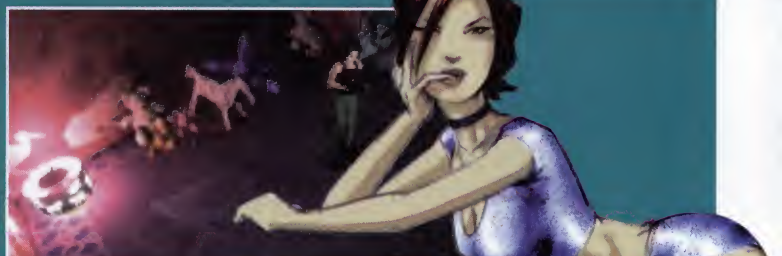
MEDIEVIL 2 COMPETITION

C/O- Station Magazine
Level 6 418A Elizabeth Street
Surry Hills NSW
Australia 2010



CONTROL YOUR FEAR

...and win yourself a copy of Fear Effect!



Craving a good bit of sci-fi action? Need something a little different? Wanting a free game? Then look no further as we give you a chance to win one of 5 copies of the intense new game, *Fear Effect*.

Taking place in an insanely futuristic Hong Kong, you control an interactive movie that will take you through gun fights, bombs, mob politics, blood spillage, and a very well-deserved perve at the leading lady of the game as she struts across the screen and shakes that money-maker. This game is also filled with interactive movies, the latest special effects, and a really cool comic book vibe that's unique from any game you have ever seen. If you want to have a chance to be one of five lucky winners of this game, just answer this question:

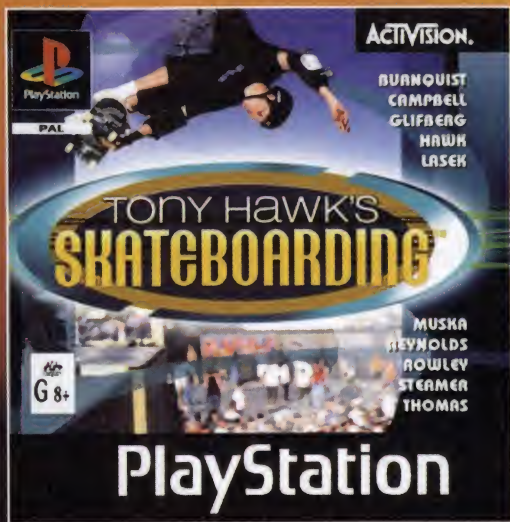
IF YOU WERE A SUPERHERO, WHAT WOULD YOUR SUPER POWER BE?

Write your answer on the back of an envelope, and don't forget to include your name and address! Send it in to:

CONTROL YOUR FEAR COMPETITION

C/O- Station Magazine
Level 6 418A Elizabeth Street
Surry Hills NSW
Australia 2010

AND THE WINNERS ARE... THRASHER COMP: CATHERINE MERCHANT (NSW), JUSTINE BUTLER (VIC), DAVID JOHNSON (QLD); R/UP: JEFFREY HOLLISTER (SA), WAYNE D RUSSEL (QLD), G YOUNG (WA). FF8 COLLECTOR'S EDITION COMP: ADAM PEDLEY-SMITH (NSW), RICHARD REITZENSTEIN (WA); R/UP: AMY CLARK (NSW), FELICIA CHU (NSW), ANTONY CHEN (SA).



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Tony Hawk's Pro Skater (G).

Perform Tony Hawk's signature moves or create your own radical tricks in this adrenaline pumping skateboard game.



\$89⁹⁵

Thrasher Skate and Destroy (MA15+).

Skate through various street terrains pulling off sick moves and racking up points on the way. Watch out for walls and remember, the cops could be on your tail! 0962PSX

EXTREME sports



\$69⁹⁵

CoolBoarders 4 (G).

Features a strong cast of racers, each with their own individual styles, strengths and weaknesses, plus all-new tracks in environments so breathtaking you can almost feel the icy air whistling past your ears. 9143727

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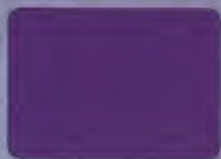
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Onimusha



Billed as 'a Samurai era Bio Hazard,' Capcom's *OniMusha* was announced early last year at a grand event which boasted an orchestral performance. Originally intended to be released on the PlayStation, *OniMusha*'s producer Keiji Inafune appeared on stage at the Tokyo Game Show - dressed in ancient Japanese battle armour no less - to announce the title's shift to the PlayStation 2, following Sony's unveiling of their forthcoming console.





Heiji Inafune's appearance was accompanied by CG movies in development for the PS2 release. Extraordinary in life-like detail and cinematic execution, the scenes depicted a battle with an intensity that brings to mind movies like Mel Gibson's epic *Braveheart*.

Also shown was behind the scenes footage, where Japanese celebrity Takeshi Kaneshiro had a cast made of his face for the modeling of the main character. Busy with Game Show commitments, Mr Inafune was nevertheless kind enough to take some time out to talk about his plans for the next-generation title.

Was it a deliberate choice to have a different time setting for this game? With the *Bio Hazard* series and *Dino Crisis*, we already have two titles set around present day and I didn't want to create a game that takes place in a similar time period. Personally I really like the Classical Era of Japanese history, especially the Sengoku Era over four hundred years ago. It was the time of the Samurai. I enjoy many kinds of movies, but I particularly like the films of Akira Kurosawa, so I wanted to make a game that has a taste of Kurosawa.

What other features will *OniMusha* have to make it unique to *Bio Hazard* and *Dino Crisis*?

With those two games, people already have an idea of what kind of weapons are available, because of their contemporary setting. So there is some limit in regards to this feature, because you can't be too unrealistic: people know the power of each kind of weapon.

With *OniMusha*, I want to make the graphic effect much bigger. In order to do that, introducing a science fiction element was the only way to achieve it,



so the question then became whether I was going to combine it with the past or the future. I chose the past because of my interest in the Sengoku Era. People don't really know Japanese history to an exact degree, so I could be flexible. Half of *OniMusha*'s story is based on actual historical events and the rest is made up, incorporating science fiction elements.

***Dino Crisis* had such a well realised 3-D environment, many people would have expected this feature to be the way for future releases. What are the advantages in retaining pre rendered 2-D backgrounds for *OniMusha*?**

The game is action oriented and the character's weapon is a sword. With a full 3-D game, the player may find it difficult to keep track of an opponent's position, because the camera is likely to continually shift, either due to the character's movement around the area or by manual control. By fixing the background, opponent's whereabouts should be easier to understand.

Secondly, I personally think that 2-D rendered backgrounds look better than 3-D. You mentioned *Dino Crisis*, but the reason why that game was successful in 3-D is that it didn't have that many colours in the environments. It was

mostly concrete, primarily grey in tone, so we didn't have to use particularly detailed or colourful textures. It would have looked much rougher if we had to up the colour palette and detail for natural environments.

You might have a question along the lines of why I won't be shifting to full 3-D with *OniMusha*'s move to PlayStation 2. The system will allow for much higher quality graphics, but because *OniMusha* will be an action game, I have to think about what is the best way for players to understand and enjoy the gameplay.

The CG movies are certainly developing quite rapidly in their complexity.

The sequence you saw had about 1,200 characters onscreen at once. With the original PlayStation, you could probably manage about 100 characters as CG scene, however, with PlayStation 2 you can do much more. It's a battle scene after all, so you really need as many warriors as possible, otherwise

100 against 100 is a little small scale! By the time the game is ready for release, it will be even better. With the battle scenes aside, I will also be using CG to express other parts of the game I particularly find important.

How far in development are the in-game graphics?

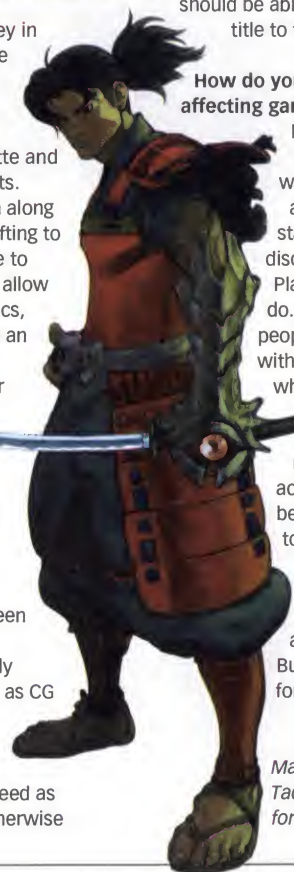
The earliest that you would be able to see screen shots on the PlayStation 2 will be early 2000. Since we are planning to release the game around Summer 2000, probably from next Spring we should be able to introduce the title to the public.

How do you see the PS2 affecting games in the future?

Basically the machine is state of the art. It will probably take about a year until creative staff get used to it and discover what the PlayStation 2 can truly do. Currently, R&D people are really surprised with its power, because when compared with the PlayStation, the things that really took time to accomplish have now become very easy. But to use it to its full capabilities, they will surely need to study more to understand all of the technology. But we will do our best for *OniMusha*.

Amos Wong

Many thanks to Mr Tadamasu Yamaguchi for interpreting.



GUN SURVIVOR Resident Evil

Capcom create a monstrous hybrid of shooting and zombie action

FACT FILE

■ Publisher
Capcom

■ Developer
Capcom

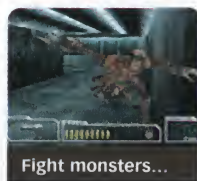
■ Genre
Shooter/Horror

■ Players
One

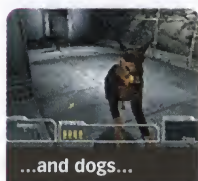
■ Expectations
They have the survival horror genre sewn up, but can Capcom do a light gun game?



It's the Resident Evil experience from a first person perspective. Just as scary? You decide



Fight monsters...



...and dogs...



...and monsters

Like the Tyrant and Nemesis, Capcom's Resident Evil series is seemingly unstoppable, returning again and again. Virus-like it has spread across console systems, even into the realm of PCs and it's about to mutate into a new form on the system where it was born.

Perhaps it was the popularity of Sega's light gun blast-fest House of the Dead that provided the impetus for the survival horror series' latest incarnation: *Resident Evil Gun Survivor*, but this time around, an unusual control system gives the genre a new twist. Often exhilarating, light gun shooters are nevertheless limited by their 'shooting on rails' gameplay. Alleviated somewhat by selectable multiple paths, it was Namco's console version of their excellent Time Crisis



that rewarded accurate (and fast) marksmen with different areas to blast through, thanks to a kick-ass custom PS game mode. *Gun Survivor* goes further by fusing first person shooters and light gun games together with zombie-related gameplay elements. The result is a light gun shooter that offers free directional movement.

THIS GAME IS GLOCK-SOLID

Once again, you are cast as a hapless gun-toting survivor in a desolate city teeming with the undead and genetic abominations. Needless to say, your goal is to get the hell out alive. Namco's G-Con.45 provides both the shooting and movement interface: aiming the it away from the screen and keeping the trigger pressed will walk you forwards. A

double click initiates a run and other moves you backwards. Buttons on the sides of the gun turn you left and right.

In line with previous releases, making your way through the city requires keys and passcards. Herbs, essential for survival are also scattered around; simply run over items to pick them up. More powerful weapons, mixing items and puzzles involving more obscure found objects are also promised. Similar to the other installments, gameplay is interspaced by dialogue/movie sequences. Entry into different rooms as well as ascending and descending levels are accompanied by the familiar door and staircase loading sequences.

The advantage of free roaming shooting however comes with some cons. Immediately noticeable is the step-down in environment graphic quality, but then again that's because of the shift to full 3-D. This burden however, has in turn affected the overall appearance of the various characters; they still look detailed, but don't expect them to be up to Resident Evil 3's standard. Thankfully the music and sound effects are as atmospheric and creepy as ever.

DON'T WAKE MY FRIEND, HE'S DEAD TIRED

Now that the action is literally in your face, ridding the area of zombies is even more frantic and claustrophobic. While at the start the slow advance of a single target makes it easy pickings, being set upon in a meat locker





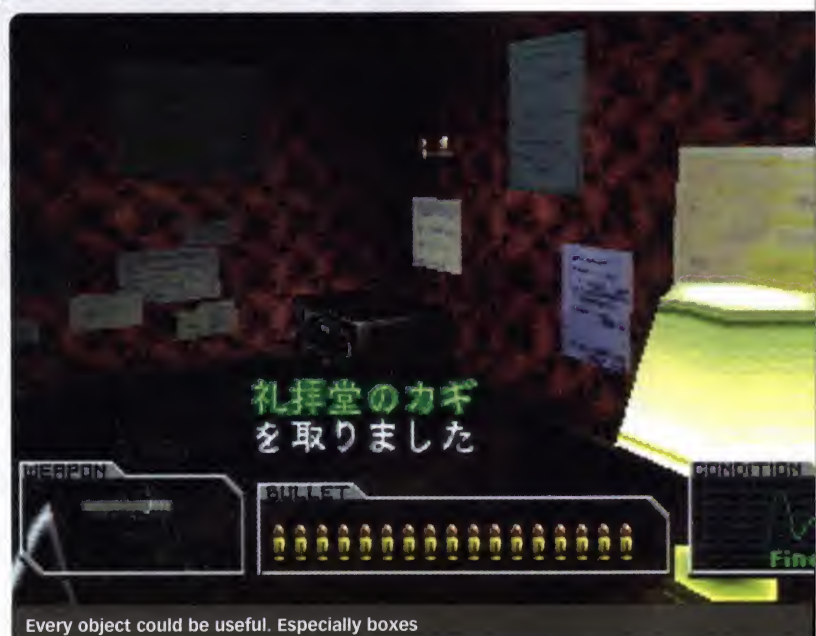
"It's worse than that - he's dead Jim"



Ain't no nigga's gonna mess with yo nine

or kitchen by several zombies - even at their pace - can potentially be fatal. With the limited vision offered by the first person view and the relative slowness of your character's turning movement, it's now more important than ever to look around prior to merely shooting at the first target sighted. You never know what might be lurking just outside your field of vision.

As you progress, other familiar - and faster - faces from the Bio world make an appearance: undead dogs, Resident Evil 2's trench coated chaser and lickers to name a few. Familiar scenes such as the giant crocodile down the hallway can be re-experienced in first-person view. With an overall sluggish movement and auto reload, low level enemies now become unfairly dangerous in large numbers. *Gun Survivor* will require some degree of practice until players become accustomed to the control method. In the USA, the title will drop



Every object could be useful. Especially boxes

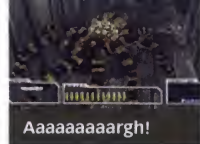
the gun compatibility, unfortunate because the game is much harder to negotiate using the pad alone. Hopefully the Australian release will not follow the same suit.

It remains to be seen whether *Gun Survivor* will score a long term hit with Resident Evil fans. It's certainly surprised many pundits by shooting straight into Japan's top ten lists, and it's commendable that the developers have incorporated new features into arguably one of the most rigid game genres.

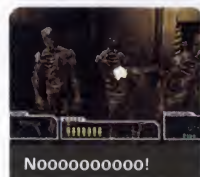
Unfortunately its execution leaves a lot to be desired. *Gun Survivor* is plagued by dull, pixelated background textures, slowdown and some very choppy animation. Lickers for instance don't move with the same slithering grace as in Resident Evil 2.

Zombies are indeed supposed to shuffle along, but with vital animation frames missing, they're lifeless beyond the point of undead. Perhaps the time taken to port the title over the PAL will also give Capcom an opportunity to tweak *Gun Survivor* to a better level.

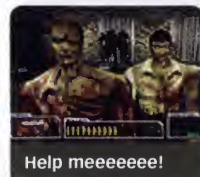
Amos Wong



Aaaaaaaaargh!



Nooooooooooooo!



Help meeeeeeee!



SILHOUETTE MIRAGE

No one could accuse this platformer of being two dimensional

FACT FILE

■ **Publisher**
Treasure

■ **Developer**
Treasure

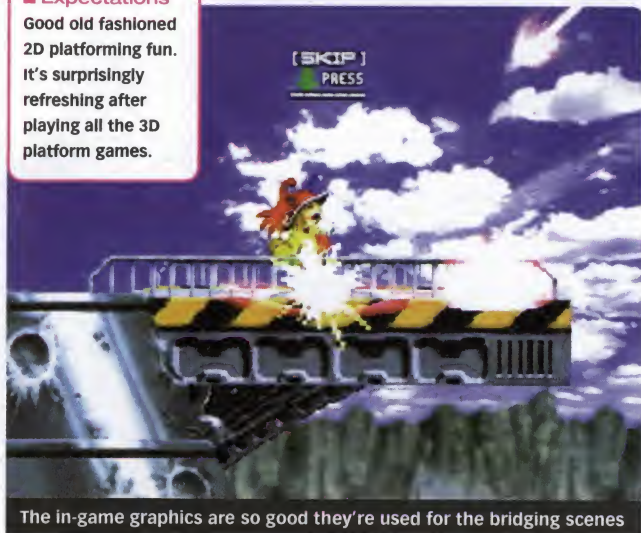
■ **Genre**
Platform

■ **Players**
One

■ **Expectations**
Good old fashioned 2D platforming fun. It's surprisingly refreshing after playing all the 3D platform games.



"A hunting we will go, a hunting we will go..."



The in-game graphics are so good they're used for the bridging scenes



While all 2D platformers may look the same, Treasure Software have reinvented the concept

Treasure has a very large fan following, especially when it comes to 2D games. On the Sega Saturn, they made their mark with games like the awesome shoot'em up, *Radiant Silvergun*. On the Dreamcast, they're making waves with *Banjo-Kazooie*.

Before any of you begin dismissing Treasure as some company that's working for the competition, it's worth noting that they earned their reputation by virtue of the fact that their games were brilliantly original.

Not fancy graphics, not FMVs - just good old fashioned design. And on the PlayStation, they have ported over one of their more recent success stories, *Silhouette Mirage*.

Originally released towards the end of the Sega Saturn's market life, *Silhouette Mirage* was a strict 2D platformer/shooting game. The character you play is of a cyborg law enforcement officer, whose memory is slightly fragmented by a war that's broken out on the planet. Basically, the planet has been overrun by two types of little critters - one called Silhouette, the other called Mirage.

If you look closely at the character you play, you'll notice that one half of you is red, and the other half is blue. This is because when you have one side facing out, you'll be able to kill the Silhouette creatures, whilst the other will only allow you to kill Mirage creatures. It won't work if you have them mixed up.

STRATEGY, TACTICS, COLOUR-BLINDNESS

Therein lays the creativity behind the gameplay in *Silhouette Mirage*: you have to use your brains whilst shooting up the hordes of baddies. The strategy of having to pick the right weapon, face the correct direction, or manage the number of times you are allowed to "swap colours" in the midst of a firefight is infinitely more challenging - and entertaining - than taking part in a button-mashing competition.

Everything else about *Silhouette Mirage* is a joy. The sprites are surprisingly large and feature many quirky little frames of animation, adding an adorable character to the game. The backgrounds, in turn, are vibrant and colourful, and are very obviously designed to reduce the confusion through the whole blue/red shooting strategy.

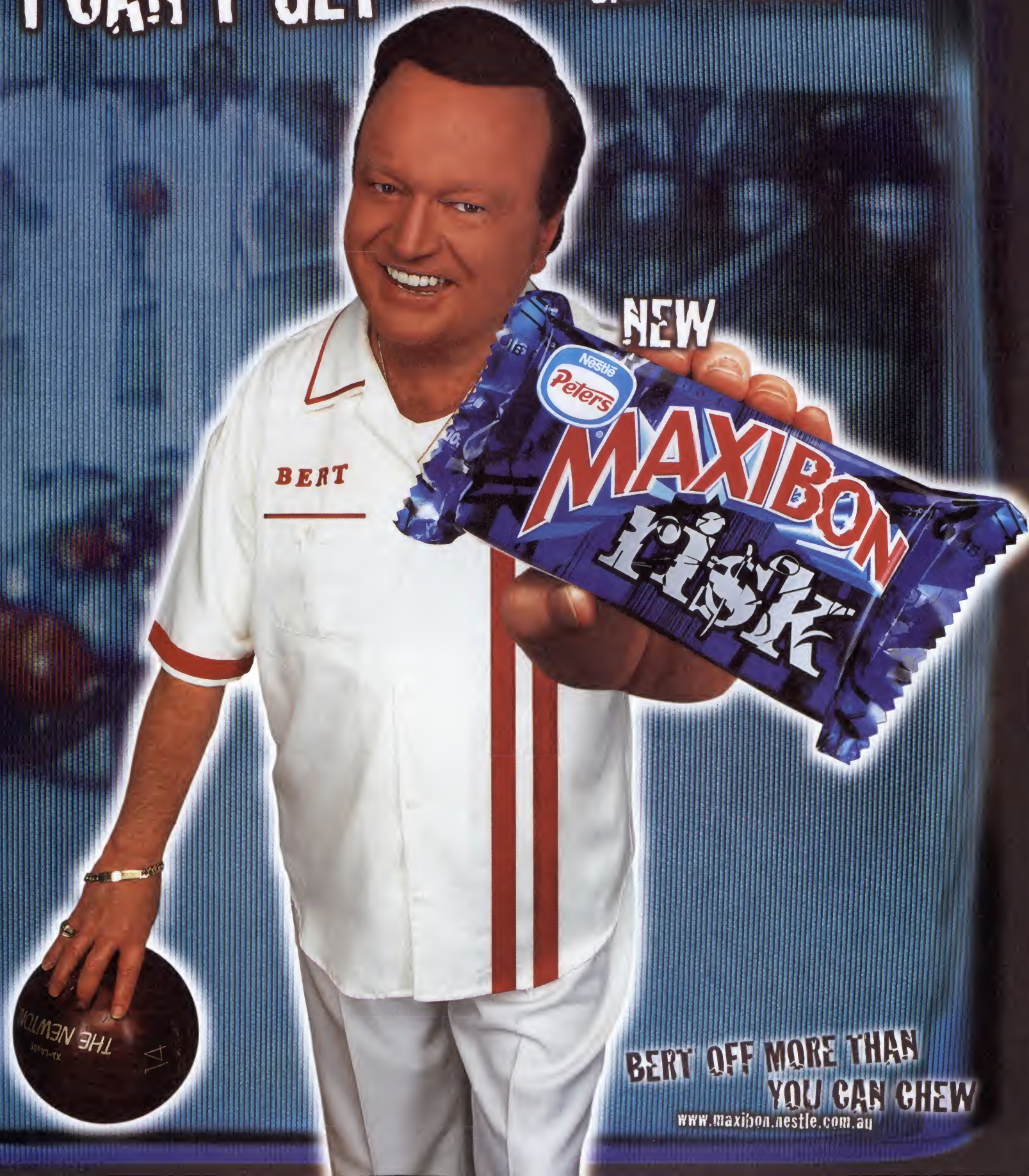
The game's charm doesn't stop there. Taking one look at the screenshots should be indication enough to you that *Silhouette Mirage* is a bizarre game. Your character resembles something of a harlequin in a distinctly alien environment that we somehow identify with. As you progress through the game, you'll even encounter different characters who'll not only give you tips and pointers, but also people who'll buy and sell weapons of destruction.

The bottom line is really that *Silhouette Mirage* is a very creative game whose tight controls and execution makes it an absolute joy to play. The innumerable anti-2D campaigners are more than likely to shun this game on the basis that it doesn't feature a single polygon, but they would only do so at the peril of the intelligent gamers out there.

Alielle Sin



**"THRILLS! DANGER! MYSTERY!
I CAN'T GET ENOUGH RISK!"**



**BERT OFF MORE THAN
YOU CAN CHEW**

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CHASE THE EXPRESS

An action thriller that comes straight out of Under Siege 2

FACT FILE

■ Publisher

SCEI

■ Developer

Sugar & Rockets

■ Genre

Survival Action

■ Players

One

■ Expectations

A nice variation on the survival genre with the enemies this time being human AND alive.

Sugar and Rockets are one of a select few companies who were recognised by SCEI as having the potential to be a great development team. If you doubt that statement, you just need to look at the other games houses owned by SCEI to see what we mean - Polyphony Digital and Arc Entertainment are two others. Sure, they've been quiet, but with a game looking this sweet nearing the shelves, we're not going to blame them.

SAY OOH, SAY AAH

Chase The Express is one of those games that make you go 'ooh, aah' right from the start. The opening cinematic sets the scene and makes you sit right on the edge of your seat. Playing a young lieutenant in NATO, you are responsible for a joint NATO-Russian



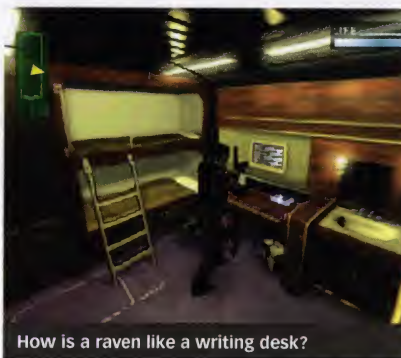
What is it about trains that makes them so conducive to action? Whatever it is, we love it



Someone left a message for you

team looking after an important ambassador. He is on his way to Russia on a train, and everything looks fine until choppers appear from nowhere.

Without warning, and within minutes, everyone on board the guard helicopters and on the train are dead, with the exception of the ambassador, his family, and you. Contacting NATO, you discover that the perpetrators are the Knights of the Apocalypse and they're asking for 20 million dollars for the safe return of the ambassador. You are charged with the task of taking them out and restoring peace



How is a raven like a writing desk?



"Dammit - I've lost my train of thought!"

single-handedly. Once you get into the game, you'll discover that your problems begin immediately. Sitting on top of one of the carriages, you need to make your way along to another car, defending yourself against terrorists and jumping the gap between cars just to get inside.

NO, IT'S NOT RE - WE SWEAR IT

If it wasn't for the fact that the person you are controlling is male, you could be easily misled to believe this was from the Resident Evil series. The controls are almost identical, as are the way the characters move. Besides having the normal walking and turning controls, there are buttons for kneeling, spinning 180 and rolling sideways. You have a shoot key, as well as action keys that becomes active when you near something that can be used.

The environments are tight and full of corners. This is exactly what you would expect from train carriages, but as a side effect, you only have limited views. To alleviate some of the tension that comes with not being able to see in front of you at times, there is an additional view button that provides a different

view of the particular room you're in. It's still quite stressful but it is lessened somewhat when you can see the terrorist patrolling the corridor around the corner.

The similarities don't stop there either. There are a number of different items to be picked up and you can combine them in different ways. As this is more a survival game like Resident Evil, than an action game like Tomb Raider, you will find that some items are quite sparse and it really helps if you are a crack-shot when it comes time to beat the bad guys.

Little pieces of humour like save points being found in each toilet serve to add a broader depth to the atmosphere, and with the tension of just not knowing what's around the corner, you will find yourself wishing you could stay in the restroom.

Chase The Express is already looking like an extremely polished game. The sounds will need to be tweaked slightly and some of the enemies' AI looked at, but apart from that, we are as keen to see the final copy as we were for Resident Evil 3.

Rhys Jacobssen

UNREAL

Is the next contender really that Unreal?

FACT FILE

■ **Publisher**
GT Interactive

■ **Developer**
GT Interactive

■ **Genre**
First Person Shooter

■ **Players**
TBA

■ **Expectations**
Quake 2 was done very well - there is absolutely no reason the same can't be done for Unreal.



An alien stands over your rotting corpse



Big bats

In the world of PC gaming, the rivalry between Quake 2 and *Unreal* was bigger and much more intense than the petty squabbles of the console domain like who was better between Crash Bandicoot and Sonic the Hedgehog.

And with Quake 2 having already made its mark on the PlayStation, it appears that history is set to repeat itself as GT Interactive prepare for the PlayStation release of *Unreal*.

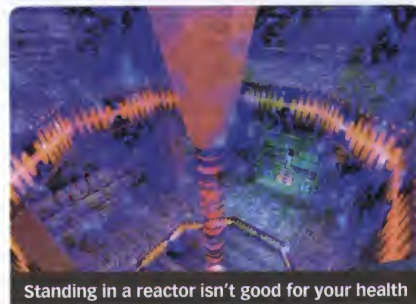
Unreal puts you in the shoes of a convict in interstellar transit, bound for a prison on some remote rock that's a million light years away from decent civilisation. For reasons unexplained, your ship crash lands on an alien planet, and when you come to your senses, the prisoners have left their cell blocks, and the entire crew appears to have disappeared.

Well actually, they've all been killed, and you get to see the last crew member have his intestines ripped out by an unsympathetic alien creature. That's where the adventure begins. You pick up a couple of weapons, pick up a few rounds or two, and your aim is basically to get off this rock alive.

QUAKE KILLER?

Unreal's control and gameplay won't be unfamiliar to owners of Quake 2 or Medal of Honour. From a first person perspective, you'll be wandering around on detailed maps, solving simple puzzles, and fighting for dear life as you stumble upon one group of irate aliens after another.

On the PC, *Unreal* was the first real competition Quake had ever encountered, unless you considered Duke Nukem to be a real contender in the first person shooter stakes. Unreal's star factors were firstly in its incredible 3D accelerated graphics, which will be scaled



Standing in a reactor isn't good for your health



Cool futuristic techno designs



Unreal's resemblance to Quake 2 is uncanny, but its excellent gameplay makes it anything but 'just another clone'

down for PlayStation purposes; and the highly original weapons such as the ASMD Shock Cannon, the Flak Cannon, and the Sniper Rifle. The game also featured one of the best physics engine in any first person shooter, where time and distance for any projectile weapon could be gauged with terrifying accuracy.

MULTIPLAYER ACTION

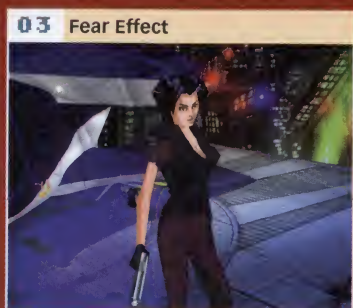
The one feature in *Unreal* that Quake 2 couldn't touch was the built-in Botmatch Mode. It offered players who had difficulty getting online the opportunity to play multiplayer games. In hindsight, this is also ideal for the PlayStation, especially considering the difficulty of playing in a simultaneous 4-player mode on Quake 2. Hopefully, the PlayStation version of *Unreal* will offer players the chance to play against multiple CPU-controlled bots on a full screen.

Unreal will be a crucial release for the genre of first person shooters, especially now that Quake 2 and Medal of Honour have brought an end to the post-Duke Nukem lull for PlayStation owners. Considering how well Quake 2 was translated to the PlayStation (which was also 3D accelerated), there are high hopes that *Unreal* will set new standards on the PlayStation.

Kevin Cheung

PlayStation Top Ten

Gran Turismo 2 still rules the roost, closely followed by This Is Soccer and the positively sublime Fear Effect. Aside from that, it would appear old classics are the order of the month, with Platinum titles and sequels pulling up the tail end.



What's the crew playing?

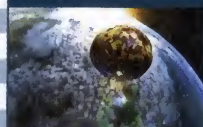
Kevin Cheung



KEVIN'S TOP FIVE

1. Medieval 2
2. Star Ocean 2nd Story
3. Vandal Hearts 2
4. Silhouette Mirage
5. Fear Effect

Star Ocean 2nd



Whilst for the most part, I can be accused of being an evil cynic when it comes to platform/action games (Gex, Croc et al), I've been completely and utterly addicted to Medieval 2. Magical experience. The rest of the games that have taken up most of my month are really just the ones that appeal to my sense of style. Fear Effect has a bizarre but excellent vibe about it, Silhouette Mirage reminds me of the old 16-bit platformers, and Star Ocean Second Story is just so incredibly deep that I can't get enough of it.



Hillous Lesslie



HILLOUS' TOP FIVE

1. WipEout 2097
2. Vigilante 8 2nd Offence
3. Tony Hawk
4. Worms Armageddon
5. Bushido Blade

V8: 2nd Offence



It's the end of an era, my last ever top five, oh, how, how will the office ever cope without me? It seems only fitting that I recount some of my more fondly remembered titles from my year-and-a-bit run as a full time employee of this great publishing house. Let's see, there's Tekken 3, Legend of Legaia, Rollcage, Resident Evil 2 & 3, Crash Team Racing, Parappa The Rapper, Um Jammer Lammy, Soul Reaver, Ace Combat 3, Silent Hill, Bust A Groove, Crash 3, Ehrgeiz, GTA 2, Driver, Tenchu, Psybadek, Syphon Filter... Argh! If only it was a top 50! Thanks for reading the mag! See ya!



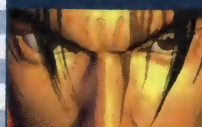
James Cottee



JAMES' TOP FIVE

1. Worms Armageddon
2. Arcade Party Pack
3. Wip3out
4. Tekken 3
5. Ace Combat 3

Tekken 3



Speaking as someone who played these games the first time around, I can truly say that Arcade Party Pack bores a hole through years of accumulated impressions to the very core of one's gaming consciousness. Interacting with only the most primitive parts of the brain, primal fears and instinctive responses are purged, vented as chunky graphics dance across the screen. While Midway's latest retro grab-bag is great rental for any party, it just can't budge Worms from its dug-in position at number one. Worms Armageddon is a party in its own right. It's a vacation. It's a way of life.



PLAYTEST CONTENTS

Medievil 2



Every game featured in our PlayTest section has been reviewed independently and objectively by our team of writers. We aim to give an informed and comprehensive idea of what the game is about, and most importantly, whether the game is good or bad. Each game reviewed receives an overall score out of 100 which should be seen in context of the type of game it is and in relation to similar titles it is competing with.

These factors are awarded up to five stars:

GRAPHICS	Does the game look good and has it taken advantage of the available technology?
SOUND	The PlayStation offers developers the potential to create mind blowing audio. Have they?
GAMEPLAY	This is what it boils down to. Is the game enjoyable and fun to play, or will you hurl the joystick at the TV?!
DIFFICULTY	Is the game difficult? Does it take a great deal of skill to play? The higher the mark here, the more difficult the game is.
LIFESPAN	How long can you expect this game to hold your interest? Will you play again after you have beaten it?
PLAYERS	Some games allow two or more players to take part, either alternately or simultaneously, and some can even be linked to a second PlayStation for head-to-head two-player action.
GAME FEATURES	Many games take advantage of after-market devices such as analogue controllers, steering wheels, Sony's PlayStation Mouse, various light guns, the Multi-tap four-player adaptor, memory cards, various peripherals and accessories.
ALTERNATIVES	A selection of games that are similar in concept or appeal to the one reviewed.

What our ratings mean:

91 - 100%	AN INSTANT CLASSIC, YOU MUST PLAY THIS GAME!
81 - 90	EXCEPTIONALLY GOOD, WITH FLAWS YOU'D BARELY NOTICE
71 - 80	A GOOD EFFORT WITH A FEW NIGGLING FLAWS
61 - 70	A VERY AVERAGE GAME WITH A FEW PROBLEMS
51 - 60	HAS SOME NICE IDEAS, BUT COULD HAVE BEEN MUCH BETTER
41 - 50	A GAME WITH A GREAT DEAL MORE FLAWS THAN MERITS
31 - 40	OH DEAR, SOMETHING HAS GONE HORRIBLY WRONG...
21 - 30	GETTING A SHOT FOR TETANUS IS MORE FUN THAN THIS
11 - 20	UTTER SHITE. GO OUT AND GET SOME SUN INSTEAD
01 - 10	IMPRESS YOUR FRIENDS WITH A COOL BLACK DRINK COASTER!

42 MEDIEVIL 2

The illegitimate love-child of Tim Burton and Gex, Medievil returns to the PlayStation with more horror-themed action than you can shake a stick at.

45 STAR OCEAN SECOND STORY

From the makers of Bust A Groove comes an RPG hailed both for its innovation and its excellence. Flexible combat, gorgeous graphics, and over 80 different endings!

46 THIS IS SOCCER

Sony enter the highly competitive soccer game market, but what makes one different to FIFA 2000 or any of the rest? Find out inside!

48 DUKES OF HAZZARD

Here's a TV show from the late 70s/early 80s that just refuses to die. Persisting both on Cable and daytime TV, those good ol' boys are ready to dish out some southern comfort.

50 HYDRO THUNDER

Speedboat racing! For some darn reason there just aren't enough games of this genre on the PlayStation. This has been addressed, but how well?

52 VANDAL HEARTS 2

Tactical combat, turn-based suspense, epic role-playing and more await you in this monumental Japanese wargame. In the vein of Kartia, or Final Fantasy Tactics.

53 EAGLE ONE

It's the 21st century, and sinister terrorists have taken over the Hawaiian Islands! Oh No! But wait- America and its Harrier jump-jets won't take this lying down! No Sir!

54 RAILROAD TYCOON II

Looks like the iron horse has bolted. Get in touch your cerebral self, as you cover the land with cold steel rails in an orgy of capitalistic expansionism.

55 ROAD RASH JAILBREAK

The latest in the Road Rash series, and now it is cops versus robbers! With about fifteen billion driving games on the market, what is so special about this one?

58 FEAR EFFECT

Not just another Resident Evil clone, this game has a wonderful look and feel, with some outstanding anime inspired graphics and streaming video backgrounds. A definite must-see.

60 F1 WORLD GP

Another formula one racing game. That's right, another one. How many are there now, 50?

62 ALUNDRA 2

Just like in the Final Fantasy series, this game has nothing to do with those which have gone before it. What's more, it's now in 3D!

64 FLINTSTONES BEDROCK BOWLING

It's not what it sounds like. It's actually some kind of racing/puzzle game where you fly giant coconut halves through courses dripping with lava.

64 MILLENNIUM SOLDIER: EXPENDABLE

It's top down action, and little else. This blaster wasn't much cop on the Dreamcast, what make them think it'll be any better on PlayStation?

65 MIDWAY PARTY PACK

These six retro games came out between 1986 and 1990. Re-live classic moments from Smash TV, Rampage and others! What? You say you weren't born then?

66 PLATINUM: SPYRO AND CRASH 3

Two of the best PlayStation games from last year, possibly of all time. Now they can be yours for less than forty bucks a pop!

MEDIEVIL 2

Sony gives us one more chance to get medieval on the undead

FACT FILE

■ Publisher
SCE

■ Developer
Sony

■ Genre
Action/Adventure

■ Release Date
Out now

■ Players
One

■ No. of CD's
One

■ Expectations
One of the most unlikely platforming hits of the 90s returns. It is the first sequel, so it should be okay.



This battleship looks fit to plunder, eh?

Platform games and other assorted action/adventure titles are almost a dime a dozen on the PlayStation. You have Gex, Spyro, Croc, Crash... okay, some of them are utter tosh, but only a couple of them have actually distinguished themselves well from the sea of mediocrity.

One such game was Sony's own Medievil, a delightfully twisted adventure about an accident-prone soldier brought back from the dead. Through its intelligent and sophisticated charm, Medievil made such a name for itself that it is now back with a sequel: *Medievil 2*.

SIR DAN, THE 700 YEAR OLD HERO!

Medievil 2 places you once again in the shoes of Sir Dan Fortescue, the knight of legend who once vanquished the evil wizard Zarok on the plains of Gallowmere in the 1200s, and then again after being brought back from the dead a century later in the original Medievil game.

Medievil 2 sees Sir Dan resurrected once more, this time in a more contemporary period of the late 1800s where the world is just a tad more industrially developed from where we last left Dan. When the story begins, Dan is actually no more than a dusty exhibit in the local museum.



Medievil 2 is filled with all sorts of new quirks. In the background is Dan's love interest. Phwoar!

ALTERNATIVES

- Croc
- Spyro 1 and 2
- Gex: Enter the Gecko



Combination of Victorian and Gothic tastes



My God! The sword's bigger than you!

'Medievil 2 is brimming with class. You can see it in the graphical designs. And you can hear it in the glorious music.'

IMPROVED HACK'N SLASH ACTION



One of *Medievil 2*'s new and improved features is the 'limb' feature. Basically, when you start your hacking and slashing at the zombies that are in each stage, you will be able to see them being ripped to pieces one piece at a time. Firstly the arms come off individually, then the head comes next, and then the whole zombie just falls to pieces!



THE RESURRECTOR

Enter Professor Hamilton-Kift, the man who resurrected you. He is a magician, an inventor, and a master of the occult. He explains that the world is being turned upside down after several pages of the long-coveted Book of Zarok were uncovered - where the perpetrator has unwittingly turned numerous unsuspecting individuals within the populace into bloodthirsty zombies. Your quest, therefore, is once again to bring peace to the land, and to bring an end to the legacy of Zarok's evil.

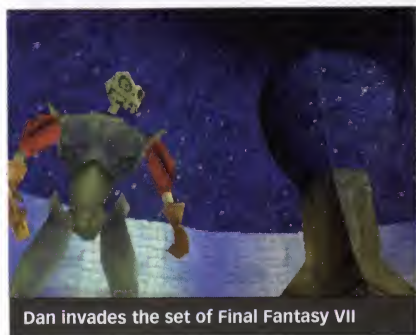
THE OLD DOG'S GOT NEW TRICKS

Much like the original Medievil, you are guided through your quest by a ghost who appears periodically, giving you pointers on where to go and what to look out for. You will be shown old features such as how to obtain the chalice or how to receive new weapons; as well as how to use the new features in the game.

And speaking of which, Dan now has new manoeuvres he can perform. Whilst running,



Detachable head. Now that's a neat party trick



Dan invades the set of Final Fantasy VII

pressing the Δ button will make him dash. If you press jump while dashing, Dan will perform a super jump. New to Dan's set of moves is also the ability to climb on certain surfaces, as well as the ability to push and pull heavy objects around on the screen.

Dan also has a variety of new weapons at his disposal, most of which have to be earned before they can be used. In addition to the usual swords and crossbows, Dan can now wield a blunderbuss, a Gatling gun, and other exciting weapons of the era.

On first impressions, *Medieval 2* looks and plays almost identically to the original game. That's not a bad thing really, considering it was one of the most wonderfully atmospheric fantasy games on the PlayStation. Nevertheless, some might consider this to be the hallmark of a lazy sequel.

Get past the initial stages of the game, however, and the aesthetic improvement over the original becomes far more obvious. Most of these improvements are quite subtle, such as

the intricacy of the town architecture with overlapping buildings and archways, or the random placement of objects like wagons and wheelbarrows. The overriding feeling you are left with is that no matter where you look, no matter where you have rotated the screen, your eyes are constantly dazzled by detail. This is one of the primary strengths of *Medieval 2*.

THE BASIC GAME MECHANICS

In case you were unfortunate enough to miss out on the original *Medieval* game, here are the basics on how it works. You basically use the Dual Shock analogue thumb pad to move around. The further you push it, the faster Dan will run. When you have a weapon equipped, you use it for general attacks by pressing one button. However, holding down another button will 'charge up' to produce more dazzling

GAME FEATURES



Memory Card



Dual Shock Compatible



SECOND OPINION



JAMES COTTEE

Why on earth don't we celebrate Halloween in this part of the world? Why is morbid fascination with death and dismemberment a pastime reserved only for goths? *Medieval 2* brings the undead a little bit closer to the mainstream, and is the better for it. The scripted events come off okay, and the limb-based damage system is awesome, and will hopefully set a precedent for game dismemberment. If there are any weak points in *Medieval 2*, they lie with the Dickensian accents.



Dan's old crossbow doesn't quite match up against the guns they use in this new era...



Flaming flying limbs... very abstract



It's the Dung Monster from Dogma!

attacks. Dan also has the ability to crouch, which doubles up as the defensive move when you've got a shield equipped.

For the most part, *Medieval 2* is about exploration. You have to wander expansive areas that might require you to wander around a town, go inside houses and shops and so forth, all with a view to finding a key to the next area. Killing off the zombies is part of the sub-quest, and it's pretty much essential if you want to gain any advantage to the game.

Each time you kill a zombie, the life energy that is released from the zombie will be collected. Once you've got 100%, you'll be able to collect a Chalice which is usually located in a secret area on the map. This Chalice entitles you to collect new weapons and items from Hamilton-Kift, which always offer some kind of advantage in the later levels.

HOLLYWOOD SARCASM COMES TO PSX

Design also plays an important part in the game. To that end, *Medieval 2* is a truly breath-taking experience. One needs only take an evening stroll through the thatched-roof houses or a torch-lit romp through underground

caverns to realise the magic that is captured by the surrounding environments. Reminiscent of the same warped caricatures of *'The Nightmare Before Christmas'*, *'Sleepy Hollow'*, or any other Tim Burton film, *Medieval 2* is possessed of the eerie charm of a bedtime storybook.

The music is also suited quite well to the game. Virtually mimicking the classic Hollywood combination of Tim Burton and Danny Elfman, *Medieval 2* provides a masterfully composed collection of pieces for each level. The ridiculous techno-electronica of equivalent platform games, and even the compositional brilliance of Uematsu's *Final Fantasy* scores, simply do not compare to the lofty elegance of *Medieval 2*'s fully orchestrated musical score.

As a sequel, *Medieval 2* does a lot more than provide a new adventure. Games like *Gex 3* or *Spyro 2* can easily be accused of sticking the same character in a bunch of new levels - none of which particularly stirs the imagination - but the same can't be said here.

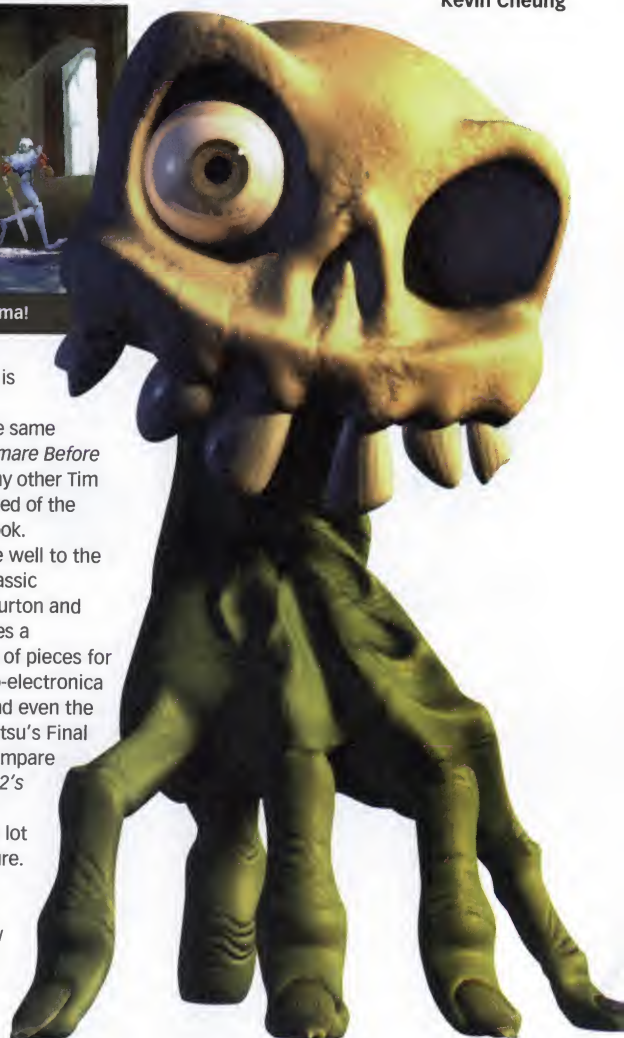
RADICALLY DIFFERENT CONCEPTS

Medieval 2 provides not only menial additions to the game dynamics (such as super jumps etc), but also radically different concepts that change the mechanics of the game entirely. For instance, in a particular section of the game, Dan's head is stolen, and it becomes your job using a hand straight out of the Addam's Family to transport Dan's head back to the body!

At the end of the day, *Medieval 2* is a shining example of fine craftsmanship. Sure, some of its gameplay ideas as a platformer are unoriginal, particularly in comparison to *Croc* or *Gex*. However, what *Croc*, *Gex*, or any of its kin do not possess is design, execution, and ultimately, class.

Medieval 2 is brimming with class. You can see it in the graphical designs. And you can hear it in the glorious music. And when you play the game and zoom the camera around the scene, you won't see a hint of chugginess. This game is blissfully smooth to the very last drop. If you enjoyed the first game, or if you have never even heard of the series before, you can't go wrong with making a purchase out of *Medieval 2*.

Kevin Cheung



STATION

OVERALL: A very worthy sequel. This game is artistic and enjoyable to the very end.

GRAPHICS:	★★★★★	Incredibly detailed and atmospheric all the way through
SOUND:	★★★★★	Breath-taking musical score, average sound effects though
GAMEPLAY:	★★★	Nothing fantastically original, but competently executed
DIFFICULTY:	★★★	Decent amount of exploration, and the game is HUGE!
LIFESPAN:	★★★	Once finished, the game is actually VERY easy

92
PERCENT

STAR OCEAN SECOND STORY

Is it possible for a 2D RPG to be great? Need we even ask?

FACT FILE

- Publisher
SCE
- Developer
Enix
- Genre
RPG
- Release Date
Out now
- Players
One
- No. of CD's
One
- Expectations
Enix are legends in Japan with their RPGs. They should do well here.



You have the unfortunate task of teaching these country hicks about modern technology

GAME FEATURES

- Memory Card
- Dual Shock Compatible

Final Fantasy VIII is not the model of a perfect RPG. Gamers in general should not take its cinematic 3D presentation as the standard for the rest of the genre. Too often, other RPGs like Alundra and Wild Arms have been released into the market, only to be utterly mauled by starry-eyed critics who have expectations of the same Final Fantasy fanfare by virtue of the fact that Final Fantasy was probably their first and only console RPG experience. That is not what RPGs are about. They are more like *Star Ocean Second Story*.

Star Ocean Second Story comes from a very good pedigree. It was developed by Enix, who most Westerners would identify with making the critically acclaimed Bust A Groove. In Japan, they are better known as the creator of the Dragon Quest games, whose reputation as an RPG is great enough even to cause Squaresoft to schedule their game releases to avoid any possible confrontation with Enix.

The story is a continuation of the events from the first *Star Ocean* game on the SNES, chronicling the exploits of the son of the original hero. The boy's name is Claude Kenni, a young ensign in the space military forces. Whilst investigating an unidentified energy signal on the planet Milocinia, his team encounters a large, mysterious dome.

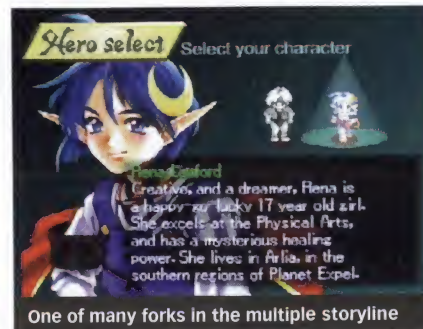


Don't look at the hypnotising wheel too long

THE SECOND STORYLINE

The story takes off when Kenni becomes too inquisitive with one of the devices within the dome, and is whisked away to a far off planet Expel. Unlike the technological surroundings of his home-world, Expel is a lush planet abundant with natural beauty. It also has a virtually identical alien dome, sitting comfortably on the countryside. The locals have given it a name: the Sorcery Globe. Your quest is basically to get home. Whilst doing so, you'll also somehow unravel the mystery of the Sorcery Globe.

Graphically, *Star Ocean* treats you to some of the best 2D graphics you've ever seen. Each of the characters are sprite-based and feature their own individual animations, and run



One of many forks in the multiple storyline

around on gorgeously pre-rendered backdrops. The overall effect is comparable, if not better than most other games. This is by virtue of the fact that the artistic designs and cinematic effects are perfectly suited to the game.

The winning feature of this game is that it provides options. *Star Ocean* is chock-filled with them. RPGs are pointless without options, as they provide that 'role playing' element to the game. You can select between three styles of 'in-battle' controls - turn-based, real-time, or a hybrid of the two. Each character can fight according to his or her own settings, and characters can enter towns to take part in their own private quests independent of the rest of the team. There are so many private quests for each character, and so many different multiple outcomes that affect the story, that the game actually has over 80 completely different endings!

It's a pity space constraints won't permit this reviewer to gush any further about how wonderful this game is, but it's essentially THE game that RPG fans have been long waiting for. Understandably, buffoons wouldn't be able to appreciate the beauty of such a game, but that's more the fault of RPGs not being a mainstream genre here yet. Look past the graphics and look at the gameplay concepts. This game is easily up there with Final Fantasy.

Kevin Cheung



STATION

■ OVERALL: An awesome RPG deserving of more credit than your average RPG newbie would be willing to give it.

- GRAPHICS: ★★★ Wonderful background detail and excellent atmosphere
- SOUND: ★★★ Excellent music and sound effects, but the voice acting is a bit off
- GAMEPLAY: ★★★★★ Excellent character options. Better than FFVIII any day
- DIFFICULTY: ★★★ Sub-quests and puzzles, but none that require quantum physics
- LIFESPAN: ★★★★★ An absolutely massive adventure that will have you going for ages

90
PERCENT

THIS IS SOCCER

Sony wanted this to be the Gran Turismo of Soccer. They came close...

FACT FILE

- **Publisher**
Sony
- **Developer**
Sony
- **Genre**
Sport
- **Release Date**
Out Now
- **Players**
One or two
- **No. of CD's**
One
- **Expectations**
This is soccer, but is this decent?

ALTERNATIVES

- FIFA 2000



Thank God those shorts are skin tight

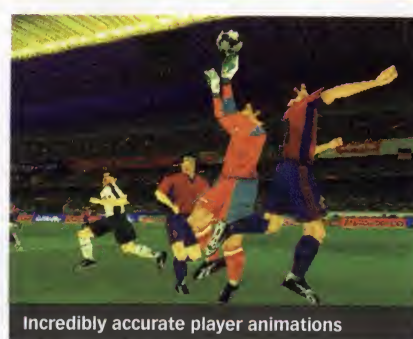
Ever since the '97 release of FIFA, Electronic Arts has maintained a major stronghold over the soccer-simulation genre. Each year sees EA progress from strength to strength, ever improving and tweaking what has become the superlative soccer title.

Their latest effort in 2000 has seen them reach a zenith in video-game production, and once again, leave their competition resting on the bench. Although there have been multiple challenges to the EA throne, few have been able to muster much of a threat. *This Is Soccer* is the latest pitch at the soccer sim throne, and with heavy backing, it is one of the best efforts to appear in a long time.

From the outset it is plainly apparent that *This Is Soccer* has received a serious injection of



Gillette must be happy about all the plugs



Incredibly accurate player animations

time and effort. Sony has dedicated a web site to it on the net, which promotes the game as well as providing clips of famous goals and a nifty Shockwave Flash goalkeeping game. With such support, it is obvious that it's far from being an underdone, slapped together job.

REAL TIME SOCCER

The game starts with an introduction in real time and not CG. It portrays a group of soccer fanatics on their way to a match, aptly capturing the euphoric atmosphere of a big game. Once inside the game, it's a class act from the kick-off. The interface is well designed and offers the standard modes that

have become mainstay in any soccer sim worth its salt. With Quickmatch, Exhibition, Tournament and League, combined with a team edit mode, there is no doubt that any soccer aficionado will be hard pressed finishing the game from start to finish.

This is especially so, when the League mode is broken down into all the major and domestic leagues. As you progress through the league, more competitions become available as well as added features to the game, providing an incentive to stick at it. The game also includes a trophy room, storing and displaying the trophies you win. The slick presentation and attention to detail becomes



Oi! Nutta! Yef gutter fearce lake apearer tets!



Perform your favourite Street Fighter moves!



Can't see a thing 'ere! Praise be for TV



Nobody noticed when Pierre replaced the soccer ball with a beachball

a recurring factor in the game, whether it be in the game's on screen display or the match play itself. The game contains all the real players' names from every corner of the soccer globe. This is an integral component of any sports game and an absolute necessity for fans that know their soccer. Playing the game itself is at first disconcerting. Yet this is only from the perspective that the FIFA model has become such second nature. After a couple of exhibition matches, the new control method and game physics are easily picked up. The first noticeable detractor to the game is its fluidity. Although it runs at a constant and impressive 25 fps, you can't help but notice a time delay between pressing the tackle button and the tackle being



executed. The movement of the players themselves boasts smooth animation having been created from motion capture technology. Notwithstanding, a cumbersome feel when operating the players is still noticeable. This isn't due to the graphical credibility of the game, but rather, a result of sticky control.

The control method, as previously mentioned, is different to that implemented by FIFA. Although not dramatically distinct, the shoulder buttons are used to execute moves that the shape buttons have habitually been used for. This doesn't draw anything away from the experience, and some may even find it superior to the FIFA model. In fact, *This Is Soccer*

actually offers a more intricate control system that allows you to perform five different types of tackle and thirteen different passes. The shooting system is also considerably more accurate, creating the opportunity for pin point striking precision.

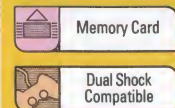
The players themselves are substantiated by a rather acceptable polygon count, but nothing really ground breaking. In its entirety, the visuals are definitely above par, but also suffer from a slight grainy effect. The stadiums are adorned with some corporate sponsor logos such as Reebok and Motorola, lending a welcome sense of authenticity to the whole soccer experience.

The commentary in *This Is Soccer* is really a capital feature. Having commissioned some of the world's top commentators, this obvious plus is combined with new technology that ensures that what they are saying is always directly relevant to what is happening at the precise moment in the game. This prevents those instances when the commentator is bellowing "great save" just as you send the ball in for a goal ten seconds after the great save. Moreover, each commentator has got more than just a three-phrase commentary, doing away with monotonous catch cries that become quickly annoying. Complementing the commentary are the crowd sound effects, with chants that are reliant on the action in the game. This creates a very cohesive atmosphere, blending both audio and visual elements of the game.

This Is Soccer is definitely what EA needs to keep its on its toes. Having enjoyed such hegemony over the sport, it has finally been matched against a worthy opponent. If it came down to one or the other, FIFA 2000 would have to be the expert's pick. Don't let this deter you however, as neglecting to try *This Is Soccer* would mean missing out on what is a great simulation experience and a thoroughly enjoyable game.

Keith Talent

GAME FEATURES



SECOND OPINION



KEVIN CHEUNG

I know many soccer fans will hate me for this, but FIFA games had a tendency to bore me stupid. The layout of *This Is Soccer* provides more of an arcade experience, which is far more accessible to your average gamer. I was very impressed by the thousands of real life players and stats that were crammed into this game. More interesting, though, is the game's compromise between controls and visuals. Basically, it looks a lot like *Virtua Striker 2* on the Dreamcast - except it plays a whole lot better. Believe me: I didn't even presume this to be possible, but it is and it's been done. Sony have done well with their first effort at soccer.

STATION

OVERALL: An excellent first effort by Sony. A very worthwhile alternative to FIFA 2000.

GRAPHICS:	★★★	Credible animation, but nothing outstanding
SOUND:	★★★★	The best commentary ever
GAMEPLAY:	★★★	Great control in a worthy environment
DIFFICULTY:	★★★	Difficulty settings lets you control the action
LIFESPAN:	★★★★	Enough to keep any soccer devotee hooked

86
PERCENT

DUKES OF HAZZARD



YEEE-HAW! Relive the 70s triumph for all country bumpkins

FACT FILE

■ Publisher
SouthPeak Int.

■ Developer
Sinister Games

■ Genre
Racing-Adventure

■ Release Date
Out now

■ Players
One or two

■ No. of CD's
One

■ Expectations
Car chases, buxom women and retro TV characters aren't enough to get the General Lee across the mediocre river.

ALTERNATIVES

■ Driver
Colin McRae Rally



Kids, this is a classic frame from a very old and cheesy American show. Pray there are no re-runs

Sure, there have been a plethora of classy television shows over the years. *Night Rider*, *The A Team*, *Miami Vice* and *the Hulk*, for example, have literally moulded the way many people live their lives today.

Okay, so maybe that's a little exaggerated, but there's no denying that the *Dukes of Hazzard* had some type of impact on television junkies, whether it be for good or for worse. C'mon, who hasn't tried to jump into their car using the window, only to realise that it was wound up? I know I have.

The formula for the show was simple, yet strangely brilliant at the same time. Use a country setting, add two cow-slapping country hicks, a dash of carburettor action, cliched car jumps, a scantily clothed model with certain body parts bursting at the seams and a police officer with the intelligence

of a baked leg of ham. And voila! You have *Dukes of Hazzard*... Anyway, enough of that and more of this.

TO RACE OR NOT TO RACE?

The bank has been robbed by two gimp-masked bandits. It isn't really surprising then that Boss Hog (the mayor of Hazzard) is pointing his chubby finger at the Dukes. Luke and Bo have to stop the robbers in order to clear their name. One thing leads to another of course, and the story unfolds just like a show of the series.



"Dude... stop looking at me like that..."

To make things worse, Uncle Jesse's going to lose his home if he doesn't get money. This is where you step in and build up some serious cash to help the old codger along. You'll encounter most of the main characters from the show, like Daisy Duke who dresses in clothes with the material content of a handkerchief, officer Roscoe P. Coltrane and Cooter.

It's difficult to place the *Dukes of Hazzard* into a game genre. It isn't really a racing game, although you do compete against the clock at times. Rather, this title fits awkwardly into a racing-adventure slot. Each section of the game is bound to a cut scene, using second-rate computer rendered graphics.

You may have to drive the General Lee (for those who don't know, the General Lee is the big orange, petrol swilling V8 in the show. Shame on you), from one point to another in a certain time, get away from the police as they ram your vehicle or pull over bad guys by indulging in some smash up derby-like driving.

BEVERLY HILLBILLIES WITH A BETTER CAR

Naturally, down South, people are 'slow' to say the least. So slow in fact that no one is capable of building bridges. Luckily, the General Lee thrives on hurling itself off ledges and across rivers, which





On a long straight, this ute stands no chance



The cops are easily put out of their misery



Pull Over

Pull over. In mid-air. Yeah right!



Leave your competition to wallow in your vapour trails as you pull away in your glorious General Lee

is what you'll be doing a lot of on these tracks. Other obstacles strewn about the tracks are trucks and old grannies getting in the way, parked vehicles and hairpin bends.

Nothing too difficult to navigate, but when being rammed by a police car, things tend to get more difficult, especially when the vehicle physics are as touchy as a C3PO on a pair of ice skates. Minor collisions have the uncanny knack of spinning the General Lee at all sorts of angles, sending her into fences, oncoming traffic or trees.

To help you along the way, there are certain power ups to collect strewn across the roadways. You can pick up oil slicks, turbo boosts and a bow and arrows (definitely the coolest part of the game). You can hang out of the front passenger side window and fire arrows into the tyres of other vehicles slowing them down. Turbo boosts are handy for jumping rivers, but are generally too powerful for most of the track, which are more than likely to send you into a solid object leaving your teeth embedded in the dash board.

The General Lee isn't the only vehicle you'll be smashing about, as some levels see the

inbred cousins using Boss Hog's yank-tank, Uncle Jesse's hotrod, Cooter's tow truck and Daisy's jeep. The experience is basically visual, as I didn't notice any difference in each vehicle's handling. They even sounded the same for crying out loud.

IT'S NO MICHAELANGELO

Graphically, the *Dukes of Hazzard* won't jump out and slap you in the face. The levels consist of the country, more country and even more country, which gets somewhat ho hum after a while. The General Lee is detailed enough as are the other vehicles, but don't expect Collin McRae or Ridge Racer type intricacy.

On the other hand, the game runs smoothly and the sense of speed is adequate, never running into tardy frame rates. But this isn't much of a feat considering that not that much is happening on screen. The cut scenes are B-grade computer generated animations, which somewhat fits in well with the B-grade feel of the television show. Luke's head looks quite overly deformed in the cut scenes; but then again, his head in real life resembled a half-sucked mango anyway.

In the multi-player stakes, the Jug Run is, not to put too fine a point on it, rubbish. Just think of the words, "uncontrollable" and "navigational nightmare" and you will understand where we're coming from. Tormenting, really. At the end of the day, the *Dukes of Hazzard* isn't a shining example of a fantastic game, but manages amply to wade through the glut of poorly made games out there. People using walking frames may take pleasure from the retro blast of this show, but anyone else won't find much appeal here.

Arthur Adam



GAME FEATURES

Memory Card

Dual Shock Compatible

Analog Joystick Compatible

SECOND OPINION



JAMES COTTEE

This is a pretty perplexing tie-in. A good proportion of the PlayStation demographic would not have been born when this show was on TV. They could have made one on *Leave It To Beaver*, or *Mork & Mindy* for all the good it'll do them. So we're left with some incredibly simple gameplay linked together by corny FMVs. Joy. There are more jollies to be had with *Vigilante 8 2*.

STATION

OVERALL: No points for originality, but at least it's a half-decent alternative to *Driver*.

GRAPHICS:	★★★	Look, another sheep! Generally lacking in variety
SOUND:	★★★	Boot scootin' goodness - if you like that sort of thing
GAMEPLAY:	★★	Would've been better if it didn't feel like you where driving on ice
DIFFICULTY:	★★	Not brain taxing, so bump up the difficulty in options
LIFESPAN:	★★	Probably not much longer than a fly's

72
PERCENT

HYDRO THUNDER

The wild world of wave racing makes a return; renewed and revamped

FACT FILE

- Publisher
Midway
- Developer
Midway
- Genre
Racing
- Release Date
TBA
- Players
One or two
- No. of CD's
One
- Expectations
With its history in the arcades and on the Dreamcast, *Hydro Thunder* has definitely had the input to make it great on the PSX.

ALTERNATIVES

- Rapid Racer
- VR Powerboat



A pirate ship. In this day and age?!



Since when were planes allowed to enter?



That's no boat... it's a space ship

Following its rather under-whelming success at the arcades, *Hydro Thunder* proved to be a surprise favourite for Dreamcast owners on its release. Overcoming the habitual problem of control physics that other water based racers have previously encountered, *Hydro Thunder* combines astonishing track design with sturdy arcade gameplay and an excellent sense of powerboat realism.

Midway has managed to port all the excitement to the Playstation, and although it obviously doesn't rival its 128-bit counterpart, it definitely holds its own in the 32-bit realm.

Throughout the game's release, across a variety of platforms, Midway has stuck with the same formula, and the PSX version is no different. This means that faults in the game come part and parcel with the attributes. Midway's main addition to *Hydro Thunder*'s PlayStation release was the new modes of play to the original version. Aside from that, however, gameplay involves little more than choosing a boat, a track, and off you go.

OUTSTANDING TRACK DESIGN

The outstanding highlight in *Hydro Thunder* is the track design. Each track is set in a completely different environment, with detailed backgrounds and plenty of exterior interaction. The water effects create a novel dimension, mixing translucency with varying constitution. Moreover, instead of using linear circuits consisting of multiple laps, each track is only one lap long and has various hidden routes and areas that can be accessed by keeping your eyes peeled and your control skills honed.

To aid you in your dash for the top spot are turbo pick-ups, which are placed strategically along the track. A blue turbo gives your four



Hydro Thunder is all about exploiting water physics, which is a great change from *Gran Turismo*

seconds whereas a red turbo gives you eight. In some instances it is necessary to forsake collecting a blue turbo in order that a more valuable, red turbo can be reached in a less obvious position. This is where the game adopts more than just a "floor the accelerator to the finish line approach".

The three initial tracks that are available are Thunder Park, Lost Island and Arctic Circle. In order to unlock new tracks you must finish third in the easy tracks, then finish second in the medium tracks, and first in the hard tracks

to unlock the first bonus track. *Hydro Thunder* boasts an impressive thirteen tracks in total. As you play through the game, scenarios such as The Far East, Greek Isles, Venice Canals, Ship Graveyard, and The Nile will become available.

UNIQUE ACTION AND DESIGN

Each track is very unique in design and accompanying action. On each track a police boat appears at random times and will try and ram you off the course. This is in addition to other sea vessels native to each environment.





GAME FEATURES

Memory Card

Dual Shock Compatible

SECOND OPINION



KEVIN CHEUNG

It's easy to write off *Hydro Thunder* if you've played the Naomi version in the arcades; or the equivalent Dreamcast version. However, we'd all be guilty of being spoilt brats if we judged this game on graphics alone. As Jack has suggested, the sublime feel of this game's water physics is what makes this game so enjoyable. To that end, even if it's a largely down-scaled arcade conversion, it's still a very fun game to play.

Hydro Thunder's got lots of BIG drops

Despite all its qualities, *Hydro Thunder* does come with its shortcomings. Obviously, with such detail in the tracks, the age-old afflictions of slow-down, pop-up, and lower texture quality are quite noticeable.

These are all understandable: Midway have crammed the latest arcade technology into a 5 year old machine! Although the game does waver around the 30fps mark, it often slows down significantly when the polygon count rises. Notwithstanding, these are problems that most people have come to terms with, and it should not affect the experience too drastically.

Midway have done a credible job in porting a game that was primarily designed for more powerful machines than the PlayStation. With heavy engine sound effects, sporadic voice commentary, and music that suits the racing scene ever so aptly, *Hydro Thunder* is almost the complete package. Although some may find it lacking in longevity, for a quick fix of action, *Hydro Thunder* is the key.

Jack Curtis



Too bad you can't shoot anyone...



Boat load of illegal immigrants at 12 o'clock!

For example, you'll be avoiding Chinese junks in the Far East, alligators in the Lost Island, icebergs and killer whales in the Arctic Circle and sinking pirate ships in the Ship Graveyard.

The standout track in the game is New York Disaster, which is the last of the hard tracks. The city has become semi submerged after a flood, and you must race through the city as buildings crash around you and the Statue of Liberty sinks.

It's all very well to provide an excellent environment in which the game is to be played, however, if the game itself is lacking then notable level design becomes lost. Fortunately, *Hydro Thunder* offers one of the

most complete physics engines to have been implemented within any racing game. You will find the boat is very responsive to the motion of the water, and its movement through the track is fluid and realistic.

PERFECT CONTROL

The analogue controls are great for enjoying the experience. Adding to this is the wide and diverse selection of boats to choose from. Each time a difficulty level is unlocked, three new boats become available. But if you choose one of the more difficult boats to race, your opponents also use similar boats. As a result, it is easier to finish first using the most basic boat on offer.

STATION

OVERALL: Not a bad alternative to your average racing game. Midway are getting better all the time!

GRAPHICS:	★★★	Great design, but texture details suffer somewhat
SOUND:	★★★	Racy tunes and hardcore FX
GAMEPLAY:	★★★	Runs pretty smoothly with the analogue control
DIFFICULTY:	★★★★	Offers an excellent challenge without controller busting frustration
LIFESPAN:	★★★	A number of different modes to play, which isn't bad

80
PERCENT

VANDAL HEARTS II

After Metal Gear Solid, Konami goes back to its roots

FACT FILE

- **Publisher**
Konami
- **Developer**
KCET
- **Genre**
Strategy RPG
- **Release Date**
TBA
- **Players**
One
- **No. of CD's**
One
- **Expectations**
A lot of swiping at thin air at first before discovering how to lure your enemy.

GAME FEATURES

- Memory Card
- Standard Controller



Spirits and angels play a big part in this game



Call on the Heavens to aid you in your fight



"By the Power of Grayskull! I have the power!"

Many of you would have played an RPG at one point in your gaming life. But not many of you would have played a Strategy RPG. This is mostly due to the fact that there are only a few noteworthy Strategy RPGs released in the West.

Final Fantasy Tactics is one and the other is the original Vandal Hearts. In Japan, games of this genre are just as plentiful as RPGs, but what is the real difference? While both genres have aspects of role-playing a character, Strategy RPGs have a stronger emphasis on the battles. Positioning, terrain and timing play a major part in deciding the outcome of a battle, so not only is it essential to be equipped with good armour and weapons, you'll need to have a strategy and tactics up your sleeve as well.

Vandal Hearts II is just such a game, having all the storytelling and character interaction of an RPG while offering a much more strategic style of gameplay.

THE GOOD BITS

Like many role playing games, *Vandal Hearts* is driven almost completely by its plot, where the slow revelation of the truth changes your character's life forever. And the plot quickly becomes the most compelling reason to keep playing *Vandal Hearts*.

No, the gameplay isn't bad. It is actually very unique and requires a bit more thought and planning than your usual turn-based strategy game. *Vandal Hearts II* uses what Konami likes to call their "Dual Battle System".

What this actually means is that when you make a move, so does the AI. After issuing an order to one of your characters, your character and the AI execute their moves simultaneously. Guessing which enemy the AI is not going to move becomes a major part of the strategy for killing monsters quickly. Add to that the various weapons and skills to be learned, and there's an enormous variety of tactics to try out.



This is basically the kind of screen you'll be looking at for 99% of the game. RPG fans dig this

THE AVERAGE BITS

Graphically, *Vandal Hearts II* isn't outstanding. The battleground screens are by far the best looking parts of the game. The terrain is brightly textured and magic spells and special moves have pretty neon lighting effects. However, the antiquated 16 colour character portraits and the sometimes badly animated character sprites lower *Vandal Hearts'* overall visual enjoyment.

Similarly, the audio is average as well. The few sound effects are enough to provide sufficient feedback as to what's occurring in the game. The musical score stands out as the best audio element in *Vandal Hearts*. Its

delightful melodies bring calm and peace to the atmosphere of the game without which *Vandal Hearts* would most certainly be less enjoyable.

THE NOT SO GOOD BITS

Vandal Hearts II is one of the very few Strategy RPGs available, so there aren't many alternatives if you are an enthusiast of this genre. It has a unique battle system that will interest those who want to add a bit more strategy into their RPGing. However if you are not into strategic styles of play, there are many other RPGs more worth your while than *Vandal Hearts II*.

Aaron Lai

STATION

■ **OVERALL:** Its unique style of gameplay is a plus but its let down by its less than appealing visuals and sound.

- | | | |
|----------------------|------|---|
| ■ GRAPHICS: | ★★★ | OK, but not a traffic-stopper |
| ■ SOUND: | ★★★★ | Calm, soothing music. Average effects |
| ■ GAMEPLAY: | ★★★★ | Unique Battle System |
| ■ DIFFICULTY: | ★★★ | Not very hard but plenty of things to discover to make it easier |
| ■ LIFESPAN: | ★★ | It will take a while to finish but you're not likely to finish it again |

73
PERCENT

EAGLE ONE: HARRIER ATTACK

Plane goes up, plane goes down. Plane goes up...

FACT FILE

- Publisher
Infogrames
- Developer
Glass Ghost
- Genre
Combat Flight Sim
- Release Date
Out now
- Players
One or two
- No. of CD's
One
- Expectations
An almost-made-it combat flight sim.

GAME FEATURES

- Memory Card
- Dual Shock Compatible



"Sir, please repeat those targets to me. I've sneezed and sprayed snot all over my radar, Sir!"

The Ace Combat series have really kept the niche market of air combat sims to themselves. Other titles have tried and missed horribly, while Ace Combat keeps redefining the envelope that defines the limitations of the PSX. *Eagle One: Harrier Attack* comes to us from Glass Ghost and looks set to take on Electrosphere head on.

You take control of *Eagle One*, the head gunship of a squadron of Harrier Jump Jets sent to re-take Hawaii from the advancing armies of the Army of the New Millennium, otherwise known as the ANM. The opening sequence of various news bulletins sets the scene by showing footage of some of the cyber-terrorist attacks made by the ANM, followed by the invasion of the island state of the US.

Upon receiving knowledge that the ANM has not only gunships and jet fighters of its own, but also has in its possession an aircraft carrier, the government (of the USA of course) decides to send you in to restore world peace. The action begins as you and your flight land at the base where an incoming flight of MiGs decides to take you on, and it all goes downhill from there.

There is a training mission for you to learn the different controls of the Harrier.

This is advisable



Blow up the refuelling plane for laughs

as some of the missions require the delicate control of hover mode, while others require you to perform high-speed dogfights.

VARIETY IS THE SPICE OF EAGLES

Due to the versatility of the aeroplane, you'll find the missions varied. You'll find yourself switching between jet and hover modes in each mission as you capitalise on the manoeuvrability of hover mode and the ability to line up that extra important ground target, while the jet mode proves to get you where you need to be fast. This is important in some missions as they're designed to be time-critical.

Your armaments are standard but serve different purposes - machine guns, bombs, air-

to-air and air-to-ground missiles, as well as unguided rockets. The guided missiles are the most effective on lockable targets, while bombs do the most damage to ground emplacements. You need to time your drop properly or you'll waste precious ammo.

HOW SLOW CAN YOU GO?

The biggest disappointment would have to be the speed of the game. It plays slowly, and you feel like you are flying in molasses mostly. This doesn't improve when you switch to hover mode where you sacrifice forward momentum for quicker turns. We're still unclear as to whether this was realism from the developers or a problem with the engine, but regardless, it makes the game hard to enjoy at times.

Couple this sluggishness with an oft-times illegible radar and HUD display and you'll find the frustrations mount. In fact, we lost count of the number of times we couldn't find our targets on the HUD and had to depend on a little luck to find where we were supposed to go - even on the training mission. The different enemies have all been modelled to a point where they are recognisable, but don't do anything to stretch any boundaries.

The surprise feature in *Eagle One* is the possibility to actually play *Eagle One* and *Eagle Two*. Yes, two-player mode is supported both in cooperative and versus modes and they are quite enjoyable for a good air combat romp.

If you need to try something new, by all means take a look at this Harrier Jet simulation, but don't be surprised if it leaves you wanting something more.

Rhys Jacobssen

STATION

■ OVERALL: Yet another title that just can't compete with Ace Combat.

- GRAPHICS: ★★ Effective but bland graphics and sluggish engine
- SOUND: ★★★ Radio chatter, radar locks and missile launches are all satisfying
- GAMEPLAY: ★★ Well-mixed scenarios, but the controls are shocking
- DIFFICULTY: ★★★ The controls make it harder than it is
- LIFESPAN: ★★★ A good depth of missions will keep you going

69
PERCENT

RAILROAD TYCOON II

Murder on the Ordinary Express

FACT FILE

■ **Publisher**
Jack Of All Games

■ **Developer**
Poptop Software

■ **Genre**
Strategy

■ **Release Date**
Out now

■ **Players**
One

■ **No. of CD's**
One

■ **Expectations**
More than a model railroad sim, it's your portal to a mini transport empire!

Railroads have a special significance for Americans. It was their proliferation in the 19th century that tied the United States together as a nation, and built the foundation for their economic success and eventual world domination.

It's hardly surprising then that Sid Meier in the late 80s, before working on the hit game *Civilization*, chose first to create a strategy game focussing on the railroads of yesteryear.

The first *Railroad Tycoon* game appeared on the PC over a decade ago, and it's sequel in the late 90s. Since the PlayStation appeared on the scene long after the first game had disappeared from the bargain bins, it made more sense to convert the sequel to its format. So don't bother looking for *Railroad Tycoon 1* in the PlayStation section, as it doesn't exist.

STACKS OF TRACKS

The game map is viewed from an isometric perspective. From here you can observe your transport empire in action. The terrain is contoured, with rivers intersecting with the land. Scattered across this microcosm of frontier America are settlements, farms, factories etc.



You start in the age of black and white photos, and finish very rich in today's future

GAME FEATURES

Memory Card

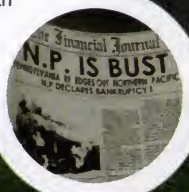
Dual Shock Compatible



Each of these structures produces something, and they all demand goods to function as well. A ranch may produce cattle, which is in demand at the slaughterhouse, which produces meat for the masses.

Even ordinary residential buildings create and receive a certain amount of mail. To help this burgeoning economy function, you must establish a link between supply and demand.

The bare minimum for this is to have a station within easy reach of your customers at either end of a track, and at least one train running back and forth along it. From there the sky's the limit, you can buy supplementary structures like saloons and restaurants to

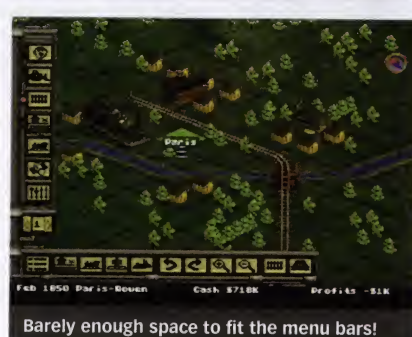


further comfort and fleece your passengers, and even start buying up the landscape to integrate the entire nation's economy into your money-making powerhouse.

RAILROADING YOUR OPTIONS

Railroad Tycoon II was originally programmed for the PC, and to convert it to run on the PlayStation, the programmers had to work overtime to make the best possible use of the meagre memory space available.

To their credit, most of the functionality of the original game has been retained, at least as far as laying tracks and scheduling your trains is concerned.



But the graphics are ill-suited to the PlayStation's low resolution mode. Tiny, grainy buildings are scattered across a grainy map, and a motley collection of tiny rectangular buttons at the edge of the screen govern your game modes and menu navigation. The analogue sticks are not ideally suited to accessing them, and while there are button combo shortcuts, the interface is far from ideal.

Railroad Tycoon II is aimed squarely at the strategy heads and trainspotters out there. Even so, if you fall into this demographic you will surely want to rent it first to best gauge your impressions.

James Cottee

STATION

■ **OVERALL:** Pure strategy games were never destined for the PlayStation, but this one does it's best.

■ GRAPHICS:	★★	They get the job done. Fans of yellow will go nuts
■ SOUND:	★	It's doubtful they sampled a real golden spike being hit
■ GAMEPLAY:	★★	Buy, sell, it's all in the mind
■ DIFFICULTY:	★★★	Once you have sussed out the gameplay, it's in the bag
■ LIFESPAN:	★★★	Varied scenarios & landscapes. Charts & graphs. Stacks of tracks

68
PERCENT

ROAD RASH: JAILBREAK

Motorbikes and weapons = crude, yet satisfying

FACT FILE

■ **Publisher**
Electronic Arts

■ **Developer**
Electronic Arts

■ **Genre**
Racing

■ **Release Date**
Out Now

■ **Players**
One or two

■ **No. of CD's**
One

■ **Expectations**
Can the latest Road Rash title possibly compete with its predecessors?



Somehow, the Road Rash series has managed to create a name for itself. They're not overly stunning games, but unique nevertheless. A well-balanced blend of racing and fighting is the core of the series, displaying its Mad Max-like charm best in the days of the Mega Drive and 3DO.

The premise is uncomplicated. Ride a motorcycle along highways, dodge traffic and clobber anyone who gets in your way, using an array of unrefined weapons. However, there are other road punks out there, and all it will take is a well placed pipe across the back of your head before you are nipple-surfing across the asphalt.

LIFE OF CRIME & THE LONG ARM OF THE LAW

Although the gist of *Road Rash: Jail Break* is essentially the same, there are two modes of play. *Jail Break* mode sees you strap on the leathers of a bike gang member. Of course, you begin low in the ranks, nothing more than a monkey boy. Through a series of cross-country road bashings, you will earn your right to climb to the top as the head of your own gang.

Throughout the game, weapons lie about in anticipation of being picked up. There are pipes, baseball bats, batons, chains and anything else Neanderthals use in combat. These are your tools. The Five-O mode places you on the other side of



the fence, as a lone cop whose job is to capture renegade bikers and introduce them to the sore end of your truncheon. This mode is more difficult as you have to fight through gangs who are hell bent on re-shaping your skull.

Straight to the point: The game plays like a wounded sow. It's awkward, temperamental and slow-ish. There is no feeling of velocity. Although speed isn't a major characteristic of the Road Rash series, it feels like you are wading through a tub of lard. This coupled with a control system that lacks responsiveness leaves the game somewhat lacking.

For example, bustling about a horde of hard-assed bike riders through traffic will leave

you biting on your control pad in frustration. Having a wooden bat slapped across your face will cause your bike to swerve away into traffic.

This isn't a complaint as we are guessing it would happen in real life under the circumstances. But, most of the time you will end up hurling through the air off your bike because the sloppy control mechanisms haven't allowed you to dodge traffic.

EYEDROPS RECOMMENDED WHILST PLAYING

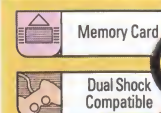
Not only are the visuals of the desperately barren environments pixellated with a capital P, but for some peculiar reason objects waver and warp. At times, looking at a building on approach, you'll notice that it distorts to some extent.

Also, objects such as traffic emerge as being crudely constructed. After managing to bounce off a car windshield, I noticed that it looked remarkably like it had been cut out of a shoebox, with an oddly angular appearance. In the game's defense though, the motorbikes are well contrived and well detailed, if not a little stiff in the animation department.

Ultimately, *Road Rash: Jail Break* is a repetitive experience. However, it does offer simple and plain arcade-like gameplay, which some people may fancy.

Arthur Adam

GAME FEATURES

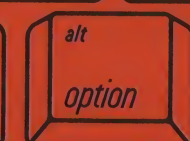
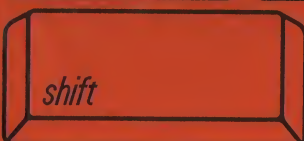
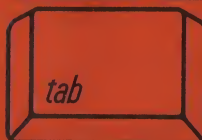
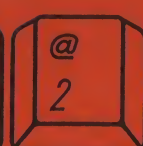


STATION

■ **OVERALL:** Slow racing with ability to bludgeon others to a pulp. Doesn't have the shine of previous Road Rash.

■ GRAPHICS:	★	Not dissimilar to those seen when the series first kicked off
■ SOUND:	★★★	Meaty bike roars & thumps as humans connect with solid objects
■ GAMEPLAY:	★★	Repetitive and unresponsive restrain anything amounting to fun
■ DIFFICULTY:	★★★	Control system definitely makes finishing this game a task
■ LIFESPAN:	★★	Not a game that will entice you back for more

67
PERCENT





FEAR EFFECT

Eidos serves up a possible replacement for Lara

FACT FILE

- Publisher
Eidos Interactive
- Developer
Eidos Interactive
- Genre
Action/Adventure
- Release Date
Out now
- Players
One
- No. of CD's
Four
- Expectations
Art-house games aren't something we normally associate with Eidos Interactive, but this game might change your mind.

ALTERNATIVES

- Resident Evil 3
- Abe's Exoddus



Would you accept a ride in a helicopter from this woman?



Radiation levels all look perfectly normal



Woohoo! No recoil in *this* little black gun

Games that transcend style and the prevailing conventions are a rare breed. It's not so much that they look funky or bizarre - but that it's plain to see that the developers wanted to remain true to their art form. This was the case with *Abe's Oddysee*, where the creative minds at Oddworld Inhabitants never fail to impress us with the amount of dedication and thought they put into their work.

The same could be said of *Fear Effect*, depending on how you look at it. Brought to you by Eidos Interactive, whose history with the Tomb Raider series bespeaks a formulaic commercialism that is at odds with the very art we admire, *Fear Effect* is an adventure game you'll remember for many different reasons.

Taking place in a technologically choked future Hong Kong, *Fear Effect* tells the story of three mercenaries on a mission to rescue the daughter of an important client. The adventure takes them through backstreets, the politics of powerful crime syndicates, politics, and so on.

RESIDENT EVIL, BUT WITH STYLE

Understandably, the story itself offers little to the imagination. What's so intriguing about it is the amazing amount of effort that's gone into the design of the backgrounds and cityscapes.

In a nutshell, the game controls and plays a lot like the Resident Evil games. You walk, you turn, you use items, you shoot... the main difference is the incorporation of a few of the moves from Syphon Filter, such as barrel rolls and sneaking around.

What really sets this game aside, however, is its cinematic presentation. Ordinarily, were it a Resident Evil game, what you'd be presented with is a series of 3D characters running against 2D pre-rendered bitmaps. This concept was only slightly improved on in Final Fantasy VIII when certain scenes mapped your character against an FMV (for instance, the parade on Disc 1). *Fear Effect* takes it a step further by employing this technique through the entirety



Fear Effect offers no end of splendid cinematic angles as you let rip with your hardware



See the gun clipping? It happens a fair bit



That's funny... no zombies around...

of the game. There'll always be something moving around, or flashing - basically adding a vibrant sense of life to the already incredible futuristic designs.

This method of presentation also opened the road to new forms of cinematography, such as panning the camera out rapidly to reveal a new scene. Just wait till you see the helicopter trying to blast you to kingdom come as you run along a rooftop. Fear Effect gives you the rare pleasure of being able to control an awesome sci-fi movie. Brilliant!

CAN YOU STAND LOW-RES?

However, these wonderful new effects don't come without a price. FMVs alone eat up all sorts of processing space, so concessions have to be made in certain areas of the game.

Specifically, the game is presented in very low resolution. It remains quite watchable, but it's nevertheless of a lower quality to what PSX owners are accustomed to. Secondly, the game is presented in a 'widescreen mode', meaning there are black stripes running along the top and bottom of the screen.

STATION

OVERALL: Fear Effect presents all of its new ideas with a great deal of flair and style. This game has taste written all over it.

GRAPHICS:	★★★	Awesome set designs & comic-book feel, marred by low res
SOUND:	★★★	Lots of crisp voice-acting, excellent sound effects
GAMEPLAY:	★★	A bit too linear & simplistic to be on par with Abe or Resident Evil
DIFFICULTY:	★★	Solutions to every puzzle is literally spoonfed to you
LIFESPAN:	★★★	Four discs means 'really long story'

within intervals that last at most 2 seconds each. Considering how complicated the controls are, it seems almost inappropriate that one should have to perform on-the-fly action moves like in Syphon Filter. Unless you are fully tuned to the game, it can be a tad frustrating.

BRINGING COMICS TO LIFE

In spite of these flaws, *Fear Effect* still has a lot to offer. Obviously from the screenshots, *Fear Effect* is presented in a very stylish 3D comic-book style. The characters in particular look excellent. The gameplay is also very reminiscent of games like *Another World* and *Flashback* from the 16-bit days.

For instance, there are 'instant kills' where, say, an anvil dropping on your head will bring up the "Game Over" screen. Also, the infliction of damage is quite realistic - where three to four bullets are enough to kill a person. The approach to violence generally is also done quite tastefully. People get shot up, red blood spews forth from their bodies... thank God this game wasn't dumbed down for the censors.

In the end, we anticipate that

Fear Effect will go down in the history books as one of those cult titles, much like *Soul Reaver*, *Heart of Darkness* or *Abe's Oddysee*. The game is far from perfect, not only in terms of resolution but also in the simplicity of the puzzles. And for this particular reviewer, the ill-conceived voice-acted accent with the Chinese characters is just a tad patronising, if not insulting.

However, all of these complaints take a back seat to the unique approach and sublime appeal of the game. It's atmospheric, and it's very different from the norm. Any gamer who is jaded enough to think all games are starting to look the same is heartily recommended to check *Fear Effect* out.

Kevin Cheung



GAME FEATURES

Memory Card

Dual Shock Compatible

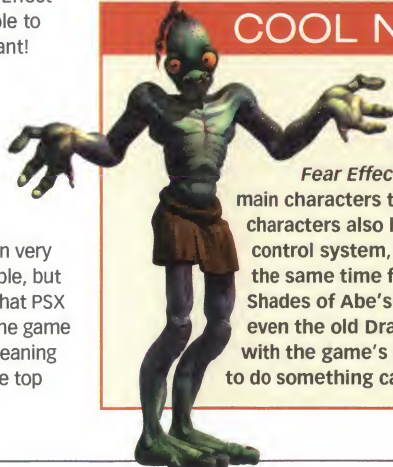
SECOND OPINION



JAMES COTTEE

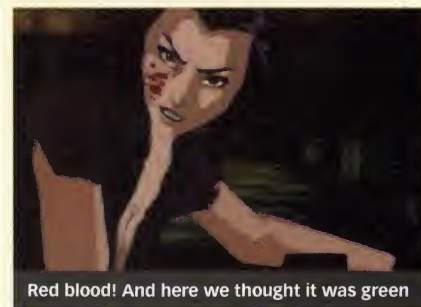
The word that best describes this new Resident Evil variant is "ambitious." The shading, streaming video and design look awesome, but you can see the hardware limiting the programmers best efforts at every turn. A sequel on the PS2 would be a good move, as the real time anime look needs more silicon elbow room. I'll agree with Kev on the shocking voices; they also screwed up the Australian accents. It's almost painful.

COOL NEW HYBRID!



Fear Effect combines the gameplay elements of numerous successful games. Similar to RE3,

Fear Effect switches controls between the main characters throughout the game. The characters also have a very funky weapons control system, where they can tote two guns at the same time for concentrated fire or split fire. Shades of Abe's Oddysee, Heart of Darkness, and even the old Dragon's Lair games can be seen with the game's overall structure, where a failure to do something can lead to instant death.



Red blood! And here we thought it was green

86

PERCENT

F1 WORLD GRAND PRIX

Finally, someone else has had a chance to try the FIA license on for size

FACT FILE

■ Publisher
Eidos

■ Developer
VideoSystem

■ Genre
Racing

■ Release Date
Out Now

■ Players
One or two

■ No. of CD's
One

■ Expectations
A typical Formula
One racing title with
some above-
average graphics.

ALTERNATIVES

■ Monaco GP Racing
■ Formula 1 '99



"RAMMING SPEED!"



I told those fools nitrous oxide, not methane!



Those palm trees must be from the same store



"When I'm a-driving, I strut my stu-ff and I'm so strung-out. High as a kite, I just might stop..."

When Psygnosis botched Formula 1 '98 people began to wonder whether they would retain the FIA license. Then they announced the release of Formula 1 '99 and gamers found it a marked improvement over the last effort and Formula 1 fans breathed a sigh of relief.

However, the fun and games didn't stop there, because it seems that the FIA did indeed give sanction to another company to produce a game based on the Formula 1 1999 season, and it turns out to be Eidos.

The graphics and animation engine have been done effectively. As an example of the realism to be had in this game, just look at the road surface on the track. Rather than being just one colour, or be some sort of graduated fill with black lines marking the racing line, the surface is a realistically random placement of shades of grey with a darker area marking the approximate locale of the perfect line.

SPOT THE SPONSORS

Each track appears to be constructed in a style only a hardcore Formula 1 fan could appreciate. Every corner and wall has been modelled on the real thing, and all sponsors for each leg of the championship are represented on their respective areas of the track.

One nice feature is the sense of the third dimension. Yes, not only does the track ascend and descend at the right spots, but those sections of track that have some sort of camber one way or another do just that in the game. You need to take the slope of the road into account in your tactics. The cars have also been modelled effectively with the different

body shapes being instantly recognisable to those familiar to Formula 1 and smoke and sparks flying when appropriate.

The controls are rather twitchy in digital mode, so most of you will be happy to hear that the Dual Shock controllers are supported in this game. Utilising analogue mode brings you a whole new and different experience as you can make a slight turn to keep to the racing line without wildly swinging around and knocking your rear wing off.

The developers could have done slightly better by allowing a mixture of digital and analogue controls instead of the "left thumbstick steers, right thumbstick accelerates and brakes" method. We find that frustrating as in real life you can feather the brakes while still retaining acceleration.

ALL THE HELP YOU CAN GET

The driver's aids that come with every Formula 1 game are present although seem to have a much more subtle effect than any other title

we have seen. In some cases, it feels non-existent as you slide out on yet another corner, but all it takes is for you to race the same course with no driving aids and you will see that they do indeed help.

One aid that may be more annoying to some people is the auto-recovery after a crash. Here the PlayStation takes over and drives your car over to the road surface facing the correct direction before relinquishing control back to the player. It is potentially annoying because it drives so slow, and sometimes kicks in when it is not needed, thus giving you even more of a handicap.

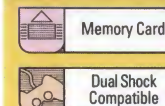
The myriad of set up options will set your mind spinning. Along with the options to adjust tyres, brakes, suspension and wing angles, you get detailed descriptions of the effects of these adjustments, and others, in the manual.

To add to the complexity, you have additional options to compare your set up with the performance of your team mate or to review the road conditions of the current



You've won a new car!

GAME FEATURES



SECOND OPINION



KEVIN CHEUNG

On one hand, a large part of the Formula One culture is based on the TV atmosphere of armchair sports, beer, commentators, and the like. On the other hand, you have the Formula One culture that thrives on the purity of the thunderous noise of the engines and the tactical driving pleasure of the sport. On the latter aspect, *F1 World GP* is faithful to the sport. On the former, the game fails dismally. This is a game that clearly will only suit the dedicated fans of Formula One.

If you want a much shorter championship, you can. Select single race, or define your own custom championship by selecting those races you wish to enter. The AI of the drivers is intelligent

and when you're in Arcade mode will adapt based on your current driving techniques. What this means is while you won't win if you crash, you've got a good chance of catching the tail-enders if you do have a bingle or two.

Instead, during the race, all you will hear is the roar of engines and squeal of brakes. From time to time you will catch the soft roar of a crowd passing you by at 150 mph, and that's it. The menus have a set piece of music and no voice-overs to aid the process at all.

The menu system and the changes between different setup options are so slow it's almost unforgivable. It can take anything in the order of 5 to 15 seconds to change between setting up your brakes to adjusting the suspension, or switching from choosing your car to making other small adjustments. Just keep reminding yourself of how challenging the race itself is.

Multiplayer is restricted to two-player split-screen mode only and functions in pretty much the same way as do most Formula 1 racing games - no sudden surprises here.

If you want to try a different take on Formula 1, look no further. *Formula 1 World Grand Prix* is sure to entice you into the realm of the fastest racing in the world, but you will need to get past some woeful omissions and problems to get full satisfaction.

Andrew Parsons

circuit. For longer races you can define your strategy for replacing tyres and fuel and you can not only select your level of ability but also can adjust the performance of the cars racing against you.

A MARATHON OF CHOICES

The races themselves can be anywhere between 3 and 10 laps or selected as a percentage of the real thing. If you select Full, then beware as you could be sitting in front of your TV for hours trying to complete just one race - consider that the length of the Australian race would be 58 laps and Monaco would be an amazing 78!

BUT THERE'S CRACKS

It's surprising that some things have seemed to slip through the cracks. As an example, the helicopter flyover of the course causes our PlayStations to give up for the day rather than showing us the aerial that we expected.

Another almost fatal exclusion is the lack of in-race music or commentary. I can understand if the developers want to forego

STATION

OVERALL: If you can look past the problems, you'll find a most satisfying game.

GRAPHICS:	★★★	Details, details, details - even the road surface is done right
SOUND:	★★	No music and no commentary - Where's Murray Walker?
GAMEPLAY:	★★★	There is not much else that can be done in Formula 1
DIFFICULTY:	★★★	Bloody hard, even on Arcade mode
LIFESPAN:	★★★	For the F1 enthusiast, a gem in the rough

75
PERCENT

DIE HARD TRILOGY 2

How can the same trilogy happen to the same guy twice?

FACT FILE

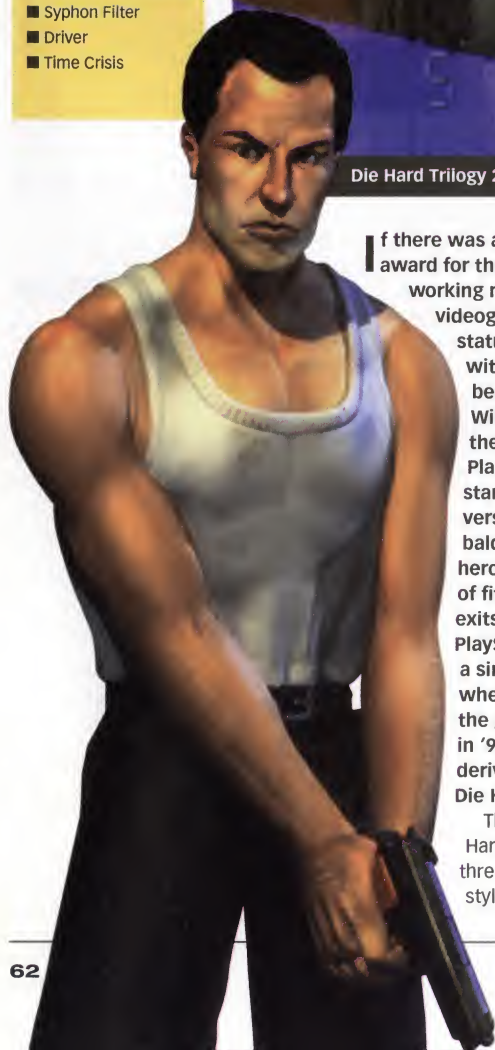
- Publisher
Fox Interactive
- Developer
n-Space
- Genre
3-way action
- Release Date
Out Now
- Players
One
- No. of CD's
One
- Expectations
Three average games rolled into one.

ALTERNATIVES

- Syphon Filter
- Driver
- Time Crisis

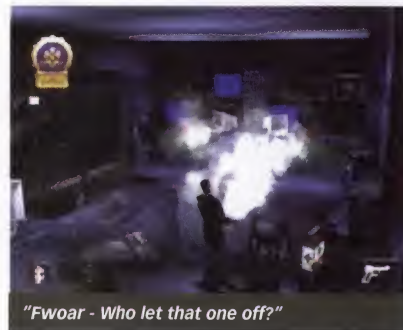


Die Hard Trilogy 2 adds new graphical touches and interfaces to update its game modes. You can't miss with crosshairs this big!

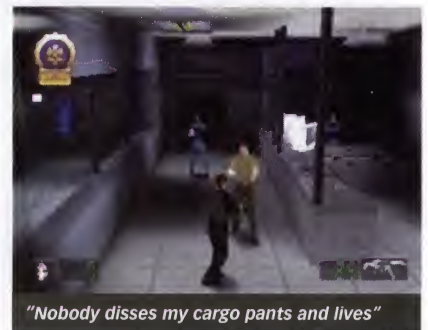


If there was an academy award for the hardest working movie actor in videogames, that little statuette would, without a doubt, belong to Bruce Willis. This will be the fourth PlayStation title to star a digitized version of the balding action hero, and it's kind of fitting that Bruce exits the PlayStation arena in a similar manner to when he first hit the grey box back in '97 - in a game derived from the Die Hard movies.

The original Die Hard Trilogy packed three different game styles, based



"Fwoar - Who let that one off?"



"Nobody disses my cargo pants and lives"

loosely around the plot in the movies, onto the one disk. The first (and best) movie was turned into a third person shoot 'em up in the Nakatomi Plaza building where players shot at terrorists and rescued hostages.

The second movie was turned into a Time Crisis-style light gun game where players moved on rails through Dulles Airport, shot at terrorists and rescued hostages. and the third movie was turned into a car-chase driving game with plenty of destruction, hitting pedestrians and trying to thwart the bombing plans of, you guessed it, terrorists.

AND NOW, THE SEQUEL

With all the terrorist antics of the existing Die Hard movies already packed into the first game, one would have thought a sequel to that game quite unlikely. But thanks to the marketing honchos at Fox Interactive and interest in the project from n-Space (they of the Duke Nukem: Time to Kill fame), Die Hard Trilogy has once again been resurrected. And true to form, the same three game styles have been woven together and propped up by a flimsy storyline that a straight-to-video action flick would be proud of.



In true action movie tradition, head-shots reward you with a generous spray of cranial fluid



The fight for the last can of Fanta turns deadly

John McLane is dragged out of his "passed-out drunk on the couch in front of a crusty pizza box" existence to visit an old police buddy who's been made warden of a prison in Las Vegas. Of course shit goes terribly wrong and an imprisoned terrorist engineers a riot just when there is a really important party going on. McLane is left to save the day by shooting people and cracking various one-liners.

Die Hard Trilogy 2 differs from the original in that the "movie" mode now offers a different style of gameplay each level, with short story-driven FMVs between them. It's still also possible to play arcade mode, though, and just choose which gameplay style - third person, light gun or driving - you want to play.

Overall the quality of the three games hasn't changed hugely, even though n-Space developed their game engines from scratch. One major improvement in the third-person game is that it's possible, while standing still, to go into first-person view, which gives you much better aiming ability.

This gameplay mode is very similar to *Syphon Filter*, with laser sights, peering around corners etc, but it's nowhere near as good. The



Green fluoro lights - so aliens can't shoot up

levels are smaller and more linear, the graphics a bit dodgier and the camera work slightly more awkward. In fact, a similar thing applies to all of the gameplay styles packed into *Die Hard Trilogy 2* - they are just like other games, but a bit watered down.

The lightgun stage is very similar to *Time Crisis*, and is a lot of fun. With the interactive environment - shooting barrels to make them explode or blasting a chair to send it skidding across the room - it's possible to cause some serious destruction. Unfortunately, there's no calibration screen for the lightgun nor any randomness in the enemy AI.

You are moved from area to area on rails and the enemies run through their exact same script each time. Having everything completely random would perhaps make the game a bit too difficult, but the odd surprise would have greatly added to the experience. That said, the lightgun levels are definitely our favourite and with the small number of lightgun games available for PlayStation, *Die*



Bad guys drink petrol. That's why they explode



Look, I'm serious guys, no more baked beans



I see red, I see red, I see red!

Hard Trilogy 2 is all the more attractive for supporting the peripheral.

The same can't be said, however, about the driving levels. This is definitely the weak link in the chain, both graphically and from a control perspective. The environments are dull and blocky, and the roads are populated with few other moving vehicles or items.

These levels have the feel of a budget version of *Carmageddon*, with crappy car physics and the occasional stab at humour, like running over cows and pedestrians. Playing through each driving level as part of the "movie" mode is a very frustrating and dull experience. Luckily with the arcade mode you can choose to play just the other two game styles.

For anyone who missed out on the now very old first version of *Die Hard Trilogy*, this sequel might just be worth a look. Ignoring the forgettable car levels it is essentially two pretty good action games for the price of one.

Elton Cane

GAME FEATURES

Memory Card

Dual Shock Compatible

SECOND OPINION



KEVIN CHEUNG

Die Hard Trilogy was a long time coming. Back when the original was released, it was easily one of the best action games you could get on the PlayStation. Now, with games like *Syphon Filter*, *Metal Gear Solid*, and so on out in the market, it seems clear that *Die Hard Trilogy 2* doesn't really go far enough to be rated among "the best". It also seems a bit silly that there haven't been any new *Die Hard* movies lately.

STATION

OVERALL: The concept and execution was great in '97. Three years later and the sequel's not much different.

GRAPHICS:	★★★	Varying quality in each of the styles, but nothing great
SOUND:	★★	Generic sound effects and sound bites ripped from the first game
GAMEPLAY:	★★★★	The 3-in-1 approach gives plenty of variety
DIFFICULTY:	★★★	No save points, but once you learn the AI patterns it gets easier
LIFESPAN:	★★★	You might still come back for some light gun action

78
PERCENT



FLINTSTONES BEDROCK BOWLING

If you have rocks in your head, this is the game for you

FACT FILE

- **Publisher**
Ubi Soft
- **Developer**
TBA
- **Genre**
Racing/puzzle
- **Release Date**
Out now
- **Players**
One
- **Features**
Memory Card
Dual Shock Pad

Until The Simpsons came along, The Flintstones was the most successful cartoon show ever to screen in America. While it was originally shown in prime time, and aimed at adults, its cheesy sitcom plots dated rapidly, and the show soon found itself where it belongs; as filler on weekday and Saturday mornings.

The characters are still recognisable by the public at large and now, late in its life, the PlayStation has been graced with a game populated by the eponymous stars of the show and other inhabitants of Bedrock. The plot revolves around Fred and Barney wishing to indulge in their favourite pastime, bowling. An alien, which may have been introduced late in the show's life judging by his obscurity, interferes in their plans by redefining the nature of the game.

Feeling justified by his alien logic, he transforms the game of bowling into a racing exercise, where the player navigates an anti-



grav bowl down a treacherous course, steering so as to knock down the ten pins which have been scattered throughout the track.

You can play as Fred, Barney, Pebbles, Bamm Bamm, or Dino as you race through baffling "alleys" filled with cartoonish prehistoric odds and ends. Unfortunately, the



palm trees, lava and dinosaurs are not enough to detract from the game's infuriating control system and rather shallow premise. Just like the TV show, *Flintstones Bedrock Bowling* is strictly for children. Any players over 10 may choke on the gameplay.

James Cottey

STATION

■ **OVERALL:** The kids who'll play this won't be old enough to remember who the Flintstones are.

■ GRAPHICS:	★★	These cartoon icons look kind of creepy in 3D
■ SOUND:	★★	Authentic character voices. Passable effects
■ GAMEPLAY:	★★	Very, very simple once the hang of it is attained
■ DIFFICULTY:	★	Don't kid yourself: This is a game for small children
■ LIFESPAN:	★★	It's hard to get tired of simple games. Assuming you like them...

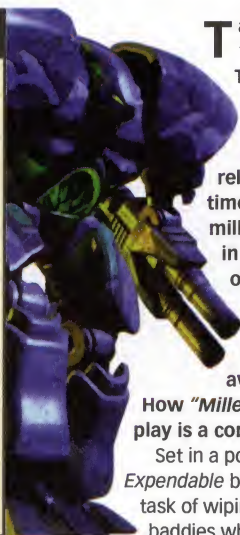
61
PERCENT

MILLENNIUM SOLDIER: EXPENDABLE

Who wants a serving of Sega's sloppy seconds?

FACT FILE

- **Publisher**
Infogrames
- **Developer**
Rage
- **Genre**
Shooting
- **Release Date**
Out now
- **Players**
One or two
- **Features**
Memory Card
Dual Shock Pad



Take a look at the title. "Millennium" Soldier. This game has nothing to do with the new millennium. It just happened to be released around the time of the new millennium. The game is, in fact, about a bunch of genetically harvested soldiers who are as 'expendable' as your average styrofoam cup.

How "Millennium" came into play is a complete mystery.

Set in a post-apocalyptic future, *Expendable* basically gives you the task of wiping out a bunch of alien baddies who have overrun the



planet. You start out with a little pop-gun, and later progress to high-powered flesh-carving laser cannons, and other assorted goodies, as you collect power-ups through the game.

Expendable follows the old formula of top-down scrolling shoot'em up action. It's no different from classics like *Ikari Warriors* or

Mercs - still favourites amongst Golden Age gamers - except it also comes with a heavy dose of the modern special effects. This includes coloured lighting, transparencies, FMVs, and all of the other special effects we have grown accustomed to.

Unfortunately, the game's controls don't do the game any justice. You have to point in a direction before you can shoot in that direction. And if you get past all the window-dressing, there really isn't very much this game has to offer that hasn't already been done better.

Activision's *Apocalypse*, whilst unfortunately only a single player game, is a superior title in many respects. So's *Smash TV* in the Midway Party Pack, which does allow 2-player simultaneous. It's also a wonder why PlayStation owners should have to put up with this title, considering it was originally a Dreamcast game that flopped anyway.

Kevin Cheung

STATION

■ **OVERALL:** Everyone loves a good shooter. But this was just a plain shooter. And no, the millennium made no diff.

■ GRAPHICS:	★★	Very flashy, but the characters are too tiny to make out anything
■ SOUND:	★★★	Plenty of explosion effects for that Schwarzenegar cinematic feel
■ GAMEPLAY:	★	The shoot'em up fun is spoilt by the dodgy control system
■ DIFFICULTY:	★★★	The controls make it hard to dodge and shoot at the same time
■ LIFESPAN:	★★	Only the diehard fans of the genre are likely to finish this game

53
PERCENT

ARCADE PARTY PAK



Tired of 8-bit retro collections? Try a 16-bit retro collection

FACT FILE

■ **Publisher**
Metro Games

■ **Developer**
Midway

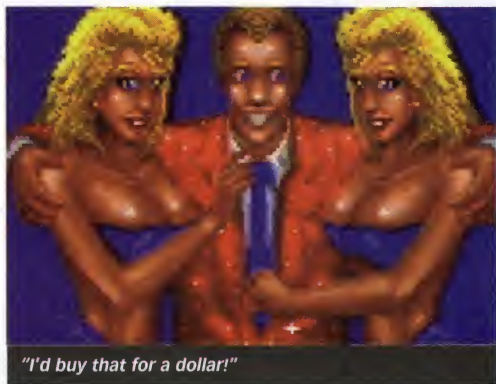
■ **Genre**
Retro

■ **Release Date**
Out now

■ **Players**
One or two

■ **No. of CD's**
Two

■ **Expectations**
Midway trot out yet another retro mix. What makes this one so special?



"I'd buy that for a dollar!"

Midway have been making good use of their acquisition of Atari Games. The subsidiary has become something of a retro powerhouse for Midway, developing new titles like Gauntlet Legends to feed ravenous nostalgia fiends, and supplying a pedigree back catalogue of 1980s arcade classics for cramming into best-of compilations.

This arrangement has served the public well, bringing back outstanding, playable titles like Moon Patrol and Blaster, but in a market increasingly saturated with "best of" six-packs of "timeless classics," Midway has come up with a new angle to corner the retro dollar.

Instead of packing together some old games from the early eighties, they've packed together six games from the late eighties. While the play mechanics involved are still extremely simple, the graphics had improved from the Pac-Man era, and the programmers of the time had begun to experiment with new gaming genres. But most importantly, they all retain that essential retro "feel" of simple design and balanced gameplay that begets Zen-like compulsive play.

THE 21ST CENTURY WAS THE FUTURE

The most outstanding title included in *Arcade Party Pak* is *Smash TV*, a sort of remake of the 1984 hit *Robotron*. Not unlike *The Running Man*, which came out at about the same time, *Smash TV* is set on a futuristic game show where one or two players can risk their lives for massive cash prizes.

Viewed from directly overhead, the contestants battle through a maze of square rooms, which constantly have thugs and killer robots pouring into them. It makes excellent use of



Super Sprint - nothing beats top-down racing

GAME FEATURES

Memory Card

Dual Shock Compatible



Before Tony Hawk, there was 720

effortsof *Rampage World Tour*, *Rampage Universal Tour* and *Rampage Through Time* somewhat redundant.

STRAIGHT FROM BARGAIN BIN TO YOU

The isometric skateboarding action of 720 is too intense for words. Perform tricks and stunts in a very *Marble Madness* like environment, and if you are too slow a cloud of deadly gas starts following you, urging you to "Skate or DIE!" *Super Sprint* is the definitive top-down racer, kind of like a stripped-down *Micro Machines*.

But the retro "buzz" doesn't extend to the lesser games in *Arcade Party Pak*. *Klax* is an obscure rip-off of *Tetris*, and *Toobin'* is a shocking, slow and ugly game. But then, there is an unwritten law that state that at least one game in every retro compilation has to suck.

All the games in *Arcade Party Pak* are direct arcade conversions of the original code, altered only slightly to accommodate Dual Shock control and such. Today's generation of gamers may find this collection primitive and unappealing. But if you are a 20-something, and your brain stem's first reaction is snatch this title and head for the counter, then maybe you should go with the flow. Or at least rent it.

James Cottee

STATION

■ GRAPHICS:	★★	15 years ago this wasn't vomit, it was ART
■ SOUND:	★★	Bleeps, bleeps, and primitive voice synthesis!
■ GAMEPLAY:	★★★★★	Pure, unadulterated, primitive gaming insanity
■ DIFFICULTY:	★★★★	Designed to fleece you for every 20 cent piece you had
■ LIFESPAN:	★★	Compared to "real" PlayStation games, this could get old real fast

■ **OVERALL:** A diverse, decent compilation of classics from the High 80s. It's really down to personal taste.

71
PERCENT

SPYRO THE DRAGON

Purple reptiles can be cool

FACT FILE

■ Publisher
Sony

■ Developer
Insomniac Games

■ Genre
3D platform

■ Price
\$39.95

■ Score

88%

Talk about getting all your Christmas presents early! The PlayStation's two flagship platform games have both entered the realm of extreme affordability.

Spyro The Dragon revolutionized the idea of roaming free in 3D, being the first PlayStation platform game to allow full freedom of movement. Also, being one of the easiest games to play, it won the hearts of many young children around the globe.

Spyro is a baby dragon unable to fly but still endowed with one or two mythical powers which lend him the strength and ferocity to achieve his goals. Those goals are to rescue every other dragon in the land, who have been

kidnapped in a hostile fashion by Gnasty Gnorc, king of the goblins. With the ability to glide short distances, breath fire and charge enemies with his little horns, *Spyro* boldly sets out to rescue his family.

This game has an excellent learning curve, instantly allowing those who are unfamiliar with gaming in general to get right into it while still offering those who play hard a challenge. It's huge too, so don't worry about getting your money's worth. You'll be trying to find every gem and dragon for months.

If you know someone with a PlayStation who hasn't yet had the pleasure of playing *Spyro*, this would make an ideal gift.



Isn't it freaky how vegies talk on Sesame St?



"Where is he?" "I had to let him go"



Relax. This picture symbolises nothing

CRASH BANDICOOT 3: WARPED

Everyone loves Crash. This is his best...

FACT FILE

■ Publisher
Sony

■ Developer
Naughty Dog

■ Genre
3D platform

■ Price
\$39.95

■ Score

95%



Curse those blasted hunts!

The greatest game ever to grace the finest console on the planet has finally come down to earth and joined the PlayStation's Platinum range. It was worth it before, but now *Crash Bandicoot 3: Warped* is an undeniable bargain at only \$39.95.

For those of you who don't know, Crash Bandicoot is a creation of developing team

Naughty Dog and has served Sony as a sort of mascot for the PlayStation ever since his first game, *Crash Bandicoot*, way back when the console was launched. Of course, five years ago, 3D platform games were a new thing. The fact that *Crash Bandicoot* was "on rails" (you couldn't venture beyond the set

path that you were given) went largely unnoticed by the gaming public.

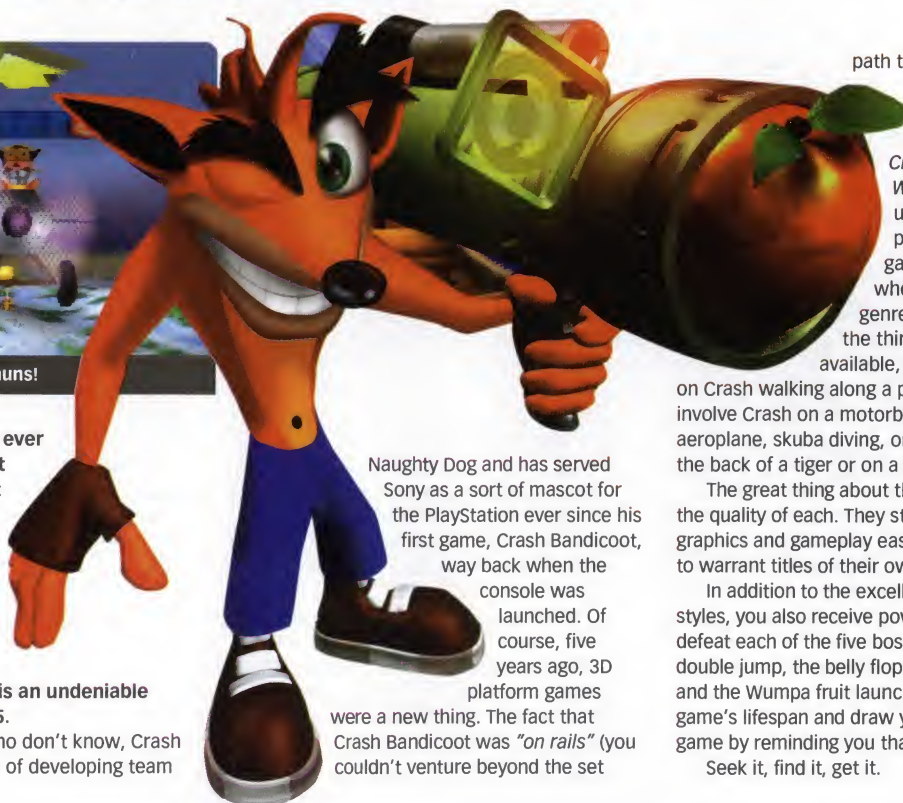
Crash Bandicoot 3: Warped improves upon the narrow paths of the first two games by offering a whole host of different genres to play with. Of the thirty levels that are available, only ten or so focus

on Crash walking along a path. Some levels involve Crash on a motorbike, flying an aeroplane, skuba diving, or his sister riding on the back of a tiger or on a jetski.

The great thing about these sub-games is the quality of each. They stand alone with graphics and gameplay easily addictive enough to warrant titles of their own.

In addition to the excellent variety of game styles, you also receive power ups when you defeat each of the five bosses. Things like the double jump, the belly flop, the running shoes and the Wumpa fruit launcher add years to the game's lifespan and draw you deeper into the game by reminding you that it's all just for fun.

Seek it, find it, get it.



\$49⁹⁵

Driver PSX (G).
Experience clutch-your-seat
Hollywood style car chases.
Direct your own high speed
chases in director's mode. 7259-



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The original ground-breaking
driving simulator.
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right at the heart of the racing
culture. 9742326



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Warped Platinum
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Help Crash travel through
the hazardous space-time
continuum to defeat the
evil Dr Neo Cortex. 9889625



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Platinum PSX (G).**
Glide, charge and torch your
way through the amazing 3D
world populated by dragons,
pixies, frogs and a menagerie
of other weird and wonderful
creatures. 9889724



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PSX (G).**
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greedy grasshoppers, find the
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help Flik the ant win the heart
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proportions. 9889922



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the ultimate gaming lair

You have the gear, you have the games. But what's the difference between the minimum system requirements for gaming pleasure and a game chamber that enchants all who pass through it? While there is no accounting for personal taste, we shall endeavour to give you a mental framework for letting your décor reach its potential. With our help, you can make your own Ultimate Gaming Lair a reality...





budget

Budget: Zero

Only when you have lost everything do you have the power to do anything. When you are skint, innovation is the order of the day. Converge all the gear at your disposal. Work on creating an atmosphere of impoverished intensity. Above all, have fun, and go nuts. The power is yours.

Software: Platinum Range

Don't dismiss these budget titles out of hand. There are many hits to be had on Sony's budget range, like Tomb Raider 3, Wipeout 2097, Resident Evil 2 and Tekken 3. The classics are within your reach. Don't forget; software pirates go to hell.

Setting: Living room/garage/bedroom/loft

It doesn't really matter where your lair is, so long as it looks like you own the place. All furniture and accessories must focus on the PlayStation, and it must be clear that the PlayStation is your property. This is a temple to the gods of gaming, and you're the high priest. Don't let your guests forget that for a second. Demand tribute if you feel the need.

Road Signs

They are everywhere, and they rock!

Traffic Cones

Always stylish, always affordable!

CD Wall

Turn those audio duds into a reflective mirror into the soul of modern audio.

Milk Crates

Do not underestimate the humble milk crate. This high tech three-dimensional matrix of space-age plastics can withstand amazing levels of lateral strain, and is without a doubt the ultimate furniture solution for gamers on a budget.

When arranged with their bases in the air, they become excellent speaker stands, TV stands, coffee tables, even seats. Planks or cushions can be laid on top of them to minimise the associated problems of drink spillage and "pineapple bum". When stacked the right way up, they become a highly flexible storage solution for games, consoles, peripherals, cords, magazines and other gaming paraphernalia.

Sound

A decent stereo can make or break your budget setup. Chances are you already have a stereo, but you may not have integrated it into your gaming zone, believing the sound from your TV will suffice. Not true, even a cheap stereo can improve a games atmosphere by leaps and bounds. Some, like the Wipeout series support Dolby Digital for surround sound. And if the music in your game of choice isn't crash hot, you can run the sound effects as normal through your television and listen to one of your CDs to define your beat.

Food

Guilt and obligation are powerful tools in creating gaming bliss. If at all possible, convince your friends that before they can bask in the glory of your impressive gaming layout, they must first bring you a tithe of chips, soft drink and if you are old enough, beer. If you live at home, you can steal all the food you want. And if you're on your own, you are surely responsible enough to decide what mix of Tim-Tams, Pepsi and Space Food Sticks makes up a healthy diet.

Shag Carpet

Go for the 70s porno look, if you can. Wood paneling is also a bonus.







budget

Budget: Unlimited

With all of the money in the world, you would think that it would be easy to formulate the ultimate gaming environment. Well, with a bit of lateral thinking, you can. Expect nothing but the biggest, the best, the finest that the world of consumer electronics has to offer.

Software/Hardware: PlayStation 2

The countdown to the PlayStation 2 has begun. Some have been foolish enough to try and get a Japanese model ahead of schedule, but the first production run was plagued with problems that will be ironed out by the time the PS2 is released locally. Why pay a price that's artificially high when you can pay one that's artificially low? When the PlayStation 2 comes out later this year, it should be around \$600.

This is a bargain worth waiting for. In the meantime, there are ways to get maximum performance out of your PlayStation. If you have a screen that supports inputs from S-Video or SCART connectors, then getting a PlayStation connector cable for one of these formats would be a wise investment. SCART is the best you can get: Your old games will look new again, dripping with colour.

Setting: Dedicated Soundproof Room

Use the same spikey foam panels you see in recording studios. They insulate you from the outside world of sound, and look too stylish by half.

Display: LCD Projector

Why settle for a mere 68 or 72 centimetre picture tube when you can go for broke with a home cinema projector? Modern LCD projectors will accept RCA, VGA, S Video and even RGB, and cast the imagery of your choice on a screen as big as a wall. There's no reason to stop at games either, DVDs, cable TV and videos can also make use of three odd metres of crystal clear optical insanity.

Be warned, only those with serious disposable income can even think one getting one of these things. Second hand models start at three thousand bucks, and for a new one you are looking at least ten grand. That said, once you see one in action, you will consider it a necessity...

Sound: Home Cinema

Whether a package system from a well known manufacturer, or a custom setup from an obscure audiophile label, the full 5.1 home cinema sound experience is becoming increasingly accessible to the consumer, and increasingly essential for the elite. Whether from Bose, JCB, NAD or Krell, with one of these setups you will be able to hear the faint sound of your neighbours grinding their teeth with envy.

Seating: Nice Sofa

Bean bags? Plastic egg chairs? Rich, Corinthian leather? Choice of seating is important, as it must afford comfort and freedom of movement, but be space-efficient enough so that everyone present can view the screen at a decent angle.

Don't forget the munchies...

Chinotto, Doritos, Oreos and take-away. Eggplant and semi-dried tomatoes on sour dough pide, anyone? Tibetan fast food? Even Thai is still fashionable in some parts of town, provided the place has a kooky enough name. When entertaining guests in your earthly palace of godly delights, a little time and effort spent in getting just the right imported dip to go with your imported crackers can really pay off in front of shallow and easily impressed friends alike.

Don't forget your designer lagers, either, and no home should be without an espresso machine.



Picking the right amplifier

For the uninitiated, an amplifier makes up one part of what should ultimately be your dream component stereo system. Your amplifier can be used to power the sounds of your CD player, your VCR, your DVD player - and yes, even your PlayStation. The better the quality of your amplifier, the better the quality of sound you will get. Attention should always be paid to the back of the amplifier, where you will find out exactly what kind of sound it will output. Older models will only support your basic stereo Left and Right speakers, whilst the most recent models will feature different options for surround sound and other secondary speakers. Care should also be taken to ensure that the speakers you use can take full advantage of your amplifier's sound output.

When you want the top of the line...

You don't necessarily have to purchase a "Sony" amplifier in order to get the best sound. Most of the best amps come out of Europe and Japan, such as Denon, Onkyo, Harmon Kardon, and so on. The very latest amplifiers will usually have sound outputs for a centre speaker, two frontal surround speakers, two rear surround speakers, and a sub-woofer. It's also worth checking to see if the amplifier has a digital sound output, used typically to support 5.1 channel surround sound, which is supported by the PlayStation 2. Be prepared to pay through the nose, though: these things are expensive!



Beefy Bass

Whilst a good surround system will produce crisp, rich sound quality, nothing beats the sensation of really deep bass. That is, the "thump" you hear when somebody gets punched or hits the floor. To really juice up the sensation, invest your money in a sub-woofer. The larger they are, the better the sampling and separations. It is fashionable these days to have two, but one is more than enough.



Budget Wares

Modular, stylish, universal: Who needs furniture when you have milk crates? If your budget is tight, and you have to choose between the audio model you want and a wooden frame to put it on, then the choice is obvious. Besides, these plastic marvels have a mystique all their own...



Can't afford component?

Component hi-fi systems are a tad on the pricey side, but the alternatives can be just as good. Prepackaged ready-made mini-systems and shelf systems all support surround sound these days. It doesn't quite hold up to a component system when turned up really loud, but they can still go the distance.

The right Boom Boxes for the job

For the discerning, well-heeled audiophile, money is no object when it comes to speakers. While there's no need to to lash out on gold plated connectors and silver coils, the home cinema enthusiast would do well to consider the role each speaker plays in the subtle ballet that is immersive sound. If possible, ensure that all your speakers are bought from the same manufacturer. They will be built to the same tolerances and designed to work together. Don't be afraid to compare different models, especially if you are about to lay down thousands of dollars for your setup. And remember, it's possible to "blow" your speakers if you turn your amp up too high, so watch the knobs, and learn to appreciate richness of sound as well as volume. Shop around, get what you need, and above all have fun!



PLAYSTATION RELEASE SCHEDULE

Behold, the latest sooth sayings of our local video game distributors. Cast your eyes ahead to the future, but take heed that this list can change as easily as the wind...

GAME TITLE	DEVELOPER	DISTRIBUTOR	RELEASE
Arcade Party Pack	Midway	Metro Games	Mar 2000
Beatmania	-	GT Interactive	Mar 2000
Colony Wars Red Sun	Psygnosis	Sony	Mar 2000
Cricket 2000	EA Sports	EA	Mar 2000
Discworld Noir	-	GT Interactive	Mar 2000
Dukes Of Hazzard	-	Ubi Soft	Mar 2000
F1 Racing Championship	-	Jack Of All Games	Mar 2000
Fear Effect	Eidos	Ozisoft	Mar 2000
Formula One 2000	EA Sports	EA	Mar 2000
Grudge Warriors	Take 2	Jack Of All Games	Mar 2000
Hardcore Revolution	-	Acclaim	Mar 2000
NFS Porche Unleashed	EA	EA	Mar 2000
NBA Showtime	-	Playcorp	Mar 2000
Hydro Thunder	-	Playcorp	Mar 2000
ISS Pro Evolution	-	GT Interactive	Mar 2000
Karting World Championship	-	QT Distribution	Mar 2000
Railroad Tycoon 2	Microprose	Jack Of All Games	Mar 2000
Rayman 2	Ubi Soft	Jack Of All Games	Mar 2000
Road Rash Jailbreak	EA	EA	Mar 2000
Rollcage Stage 2	Psygnosis	Sony	Mar 2000
Space Station Silicon Valley	-	Jack Of All Games	Mar 2000
Street Skater II	EA	EA	Mar 2000
Syphon Filter 2	989 Studios	Sony	Mar 2000
Theme Park World	Bullfrog	EA	Mar 2000
Tiger Woods 2000	EA Sports	EA	Mar 2000
Armornines	Acclaim	Acclaim	Apr 2000
Colin McRae Rally 2	Codemasters	Ozisoft	Apr 2000
Die Hard 2	Fox Interactive	EA	Apr 2000
Duke Nukem Planet of Babes	3D Relams	GT Interactive	Apr 2000
Euro 2000	EA	EA	Apr 2000
Flintstones Bedrock Bowling	-	Ubi Soft	Apr 2000
Jedi Power Battles	Lucasarts	Playcorp	Apr 2000
Martian Gothic Unification	Take 2	Jack Of All Games	Apr 2000
Metal Gear Solid Platinum	Konami	GT Interactive	Apr 2000
Micro Maniacs	Codemasters	Ozisoft	Apr 2000
Mike Stewarts Bodyboarding	-	NPSR	Apr 2000
Prince Naseem Boxing	Codemasters	Ozisoft	Apr 2000
Rally Masters	Infogrames	Ozisoft	Apr 2000
Alien Resurrection	Fox Interactive	EA	May 2000
Darkstone	-	Jack Of All Games	May 2000
Joe Blow	Take 2	Jack Of All Games	May 2000
Ronaldo V Football	-	Ozisoft	May 2000
Supercross 2000	MBL Research	Acclaim	May 2000
Time Crisis Alpha	Namco	Sony	May 2000
Unreal	Epic Megagames	GT Interactive	May 2000
Vanishing Point	-	Acclaim	May 2000
WWF Smackdown	-	GT Interactive	May 2000
Alundra 2	-	Activision	Jun 2000
Gauntlet Legends	Atari	Playcorp	Jun 2000
TOCA World Touring Cars	Codemasters	Ozisoft	Jun 2000
X Men Mutant Academy	Activision	Activision	Jun 2000
Anarchy Rules	-	Acclaim	Jul 2000
Bass Hunter	-	Jack Of All Games	Jul 2000
Commandos 2	Eidos	Ozisoft	Jul 2000
Rugby 2000	EA Sports	EA	Jul 2000
Obi Wan	Lucasarts	Playcorp	Aug 2000
Dave Merrer BMX	-	Acclaim	Sep 2000
Simpsons Bowling	Fox Interactive	EA	Sep 2000
Austin Powers	-	Jack Of All Games	Oct 2000
WipEout Director's Cut	Psygnosis	Sony	Oct 2000
Simpsons Wrestling	Fox Interactive	EA	Nov 2000
Civilization Call To Power	Activision	Activision	TBC
Galaga	Namco	Hasbro Interactive	TBC
GTA2 Berlin	Rockstar	Jack Of All Games	TBC
Missile Command	Atari	Hasbro Interactive	TBC
The Nomad Soul	Quantic Dream	Ozisoft	TBC
Spider Man	Activision	Activision	TBC

PREPLAY CONTENTS



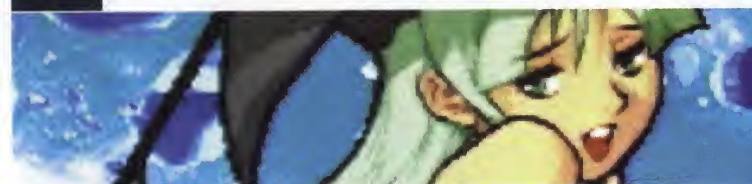
74 ARMORNINES

Think of it as Starship Troopers: The Game. A first person shooter set in a nightmare near future world where giant alien insects are plaguing the Earth with their pointy teeth and penchant for eating humans alive. Run around in advanced body armour and try not to get dismembered.



76 ROLLCAGE STAGE 2

Psygnosis have had a long and glorious reputation for games that look and sound wonderful, but which may or may not be playable. With the second Rollcage, they have addressed the control issues that plagued the first game, making the sequel a polished, balanced racing experience



77 MARVEL VS CAPCOM

2D fighting games can get pretty silly, but few can top Marvel Vs Capcom in sheer, unadulterated cartoon mayhem. Everybody's favourite Marvel comic book characters face off against everybody's favourite video game heroes in an over-the-top slugfest of ludicrous proportions.



78 F1 RACING CHAMPIONSHIP

After years of toiling being as the industry underdog, Ubi Soft have finally earned themselves an official license to produce a Formula One game. With experience like Monaco GP 2, this title is very well positioned to become a new force on the F1 racing scene.



79 CRAZY CLIMBER 2000

Crazy Climber was an arcade game that came out 20 years ago like Pac-Man. Unlike Pac-Man, Crazy Climber failed to capture our imagination, and sank into obscurity. This game re-creates the original perfectly. In 3D. Trouble is, the Crazy Climber experience is a little less than gripping...

Armorines

Aliens are trying to louse-up our planet



FACT FILE

■ Publisher
Acclaim

■ Developer
Acclaim

■ Genre
Shooter

■ Release Date
April

■ Players
One or two

PROGRESS REPORT

Positive Points

- ♣ Very cooperative gameplay there.
- ♣ Some really evil aliens to kill.

Negative Points

- ♣ Stale genre.
- ♣ Acclaim's track record with first person shooters.

Armorines will be the closest thing the PlayStation has to the *Starship Troopers* experience. Which is not to say that it's a biting critique of fascism featuring frequent nudity and hack acting, but rather an action bloodbath in which futuristic soldiers in advanced body armour run on foot in the desert being relentlessly hounded by giant, menacing insects that they must fight off with small arms fire.

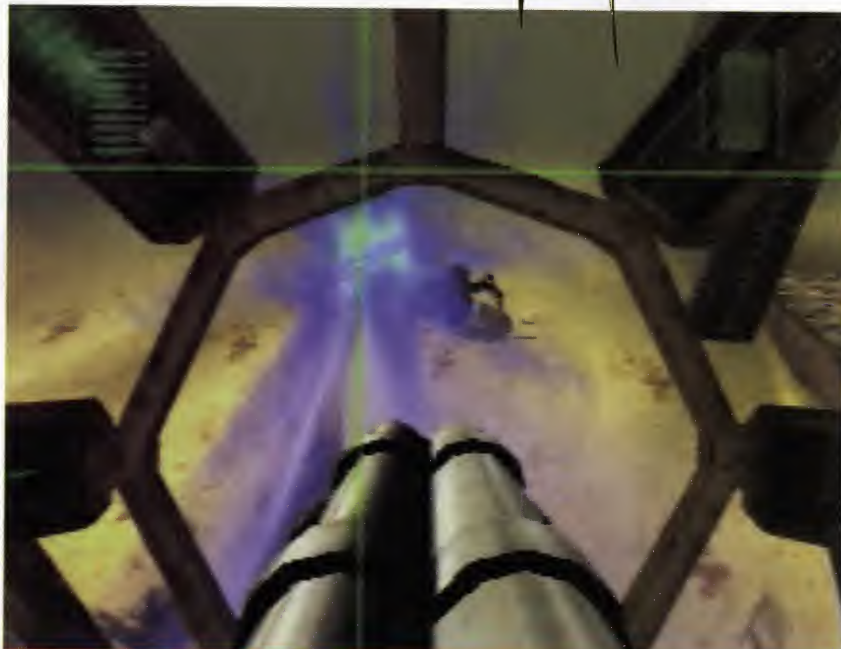
It's the near future, and menacing, man-eating insectoid aliens have landed in Siberia, sweeping away all resistance. Two scientists in advanced battlesuits have but hours to eliminate the alien scourge, lest the fair Earth be doomed to become a soulless hive of evil.

Were this an action film, this kind of plot would almost guarantee mediocrity, but *Armorines* is a game, and one or two features have been implemented to help it stand out in the giant cesspool that is the world of first person shooters.

THE ONLY GOOD BUG IS A DEAD BUG!

First of all, this game has been designed for enjoyment by one or two players simultaneously. That's right, a Virtua-Cop-

esque cooperative blast-em-up mode where two players can fight the alien menace side by side. This option comes at a price, as the levels have been stripped of



Acclaim hopes to create its own brand of sci-fi Star Wars-ish war romp with *Armorines*



How convenient for the censors: green blood



Not blood this time - I sneezed on the screen

confusing properties like multiple paths to ensure that the players don't get separated.

This is a shame, as it could have been more interesting to have the option of sniping to cover your partner or whatnot, but it can only be assumed that the emphasis here is on mindless bug-blasting and little else.

This is illustrated by the second innovation brought to the genre by *Armorines*, in that there are certain parts of the game which are "on rails." That is, in these sequences you don't control the movement of your character, but just the barrel of a machine gun on a helicopter as you strafe the chitinous cads below.

This kind of flesh-ripping destructive force seems to be missing from the rest of the game, though. If the Nintendo version is anything to go by, the weapons lineup is made up exclusively of .22 and smaller firearms, suited to rabbits and small game, but not lumbering, armoured insects.

THEY'LL KEEP FIGHTING - AND THEY'LL WIN!

Great pains have been taken to make the bugs as menacing as possible. Rather than piling on polygons, major effort has been concentrated on making the textures stretched across the bugs as convincing as possible.

This frees up polygons for more bugs. Like in *Starship Troopers*, the bugs come in social castes. They vary from the untouchables, I mean, workers, all the way up to warriors and queens. It looks like the tradition of having an end-of-level-boss is alive and well.

If any concerns exist about *Armorines*, they lie in the public belief that the PlayStation is not fit for running first person shooters. While there's been the odd success, like *Final Doom*, there have been atrocities like *South Park*, and *Medal Of Honor* could be accused of excessive linearity. *Armorines* had a lukewarm response on the N64, but the tweaking being put into the PSX version could just tip the balance in favour of bug-blasting fun.

James Cottee



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*We will match any retailer's price on a like software item. The software item must be in stock. An original copy of an advertisement for the software item must be presented, including price. The advertisement must be current. This does not include mail-order catalogues or Internet sites. Pricing presented must be in Australian dollars.

Rollcage Stage 2

Psygnosis takes it's other gravity-defying racer to the next level

FACT FILE

■ Publisher
Sony

■ Developer
Psygnosis

■ Genre
Racing

■ Release Date
March

■ Players
One or two

PROGRESS REPORT

Positive Points

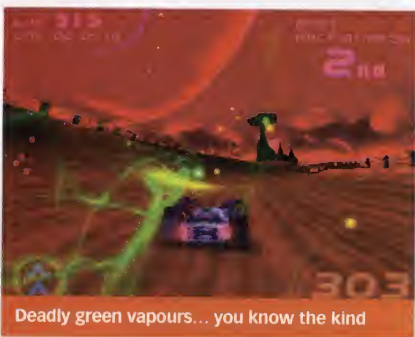
- ♣ Amazing new graphical effects.
- ♣ Dynamic new weapon system.

Negative Points

- ♣ Tracks very similar to Rollcage.
- ♣ Action very, very similar to Rollcage.



Racing under a red cordial sky



Deadly green vapours... you know the kind



One year later, *Rollcage Stage 2* is gearing up to take the monster wheeling futuristic racer genre to new heights. After playing a near-complete preview build of the game, it soon became apparent that great strides had been made in refining the Rollcage formula. Most significant was the pains taken to fine-tune the difficulty of the game. The first Rollcage was intimidating because of the overly sensitive controls.

A beginner's first race was typified by uncontrolled trajectories and cursing as their vehicle spent as much time going backwards as ahead. *Rollcage Stage 2* makes the control system more accessible, while retaining the essence of centrifugal intensity that gave the first game its charm.

BROWN ACID AND BURNOUTS

But the first area of improvement that meets the eye is the graphics. Smoother than before, the visuals in *Rollcage Stage 2* are overflowing with trippy motion blurring, inclement weather, and funky architecture that caves in when bombarded with your vehicular weapons.

The arsenal that the overpowered racers can pick up has been expanded, and the methods of combining the effects of your

disparate weapon bays enhanced. There are tracks where you soar along suspended circuits in the sky, in a manner reminiscent of *F-Zero X*. On top of that, the menu system is funkier than ever.

Proof that the "Big Beat" sound has yet to die, the soundtrack is once again top heavy with the influence of '99s favourite funk-soul brother, Fatboy Slim. Other acts with a similar sound are the EZ Rollers, Pressure Rise, Ratman, Des Tong, Ed Rush, Aphrodite and others, making for about 20 tunes in all.

STAGE 2, SAME GAME?

If anything can be said against it so far, it's that it bears a little too much resemblance to the first Rollcage. Aside from the training mode, and some new tracks, it's hard to see at this point what will differentiate the title from its predecessor to warrant its purchase among those who already own the first one. Still, if anything can save this game, it's its pedigree.

Rollcage Stage 2 is being programmed by Psygnosis' Leeds Studio. This hive of talent in the north of England has also brought us *Wip3out*, and those who have witnessed the third installment of the definitive anti-gravity racing series know what these folks can do with the PlayStation hardware.

Both the graphics and gameplay we've seen so far are incredible. As the light of summer slowly fades, and technoheads across the land retreat from the elements in search of futuristic entertainment, *Rollcage Stage 2* is looking to be the afterburner that warms their jaded hearts. Full review next month.

James Cottee



When Rollcage first came out, it presented a unique angle on racing. The futuristic cars you could control all had giant wheels, allowing them to race upside down if need be. Combined with cavernous tubular racing tracks that encouraged drivers to scale walls and flip their cars end over end, the action in Rollcage was often airborne, sailing through the void to a wicked techno groove.

Marvel Vs Capcom

Two worlds of spectacular cartoon violence collide

FACT FILE

■ Publisher
Capcom

■ Developer
Capcom

■ Genre
Fighting

■ Release Date
TBA

■ Players
One or two

PROGRESS REPORT

Positive Points

- ♣ Large assortment of known characters.
- ♣ Very good special moves.

Negative Points

- ♣ No FMV.



Marvel Vs Capcom features more bizarre mutant superhero freaks than you can shake a stick at. All we need now are a few DC characters



Megaman goes ballistic

The Streetfighter franchise of fighting games is one of the best-known and loved of all, with characters everyone can recognise and a string of spin-offs, movies, games, etc. Marvel Comics have some of the "greats", such as The Hulk, Spiderman, the X-Men, and countless others.

In the wake of the successful "X-Men vs Streetfighter" title a few years back, it seemed only logical that this partnership would go further, and *Marvel vs Capcom* looks like it will pull off a good conversion of an arcade hit. For those not familiar with the concept, this game brings together characters from both universes for some spectacular biff. This allows for

match-ups like Ryu vs Wolverine, for instance, which will appeal to many who spend their idle hours wondering about "who'd win between..." scenarios. There seems to be little or nothing in the way of storyline; these assorted heroes and villains must fight because, well, they must!

THE USUAL OPTIONS

Marvel vs Capcom sports the usual options: arcade mode, vs battle, practice mode, and a tag battle. The main Vs (and Arcade mode) allows you to choose a tag character of sorts but the secondary character isn't usually on screen.

You must perform a series of special moves (based around quarter-circle moves and combinations of buttons) to bring them on briefly for a combined attack. In Tag mode, you alternate between your two characters when one of them dies. There are a plethora of great characters to choose from, but unfortunately it looks like at this stage that many of them can only be chosen as your secondary partner, and not your starting character.

This game takes the whole "hey, let's put fireballs in a fighting game" thing to its extreme conclusion. Characters can build up energy and perform combinations of special moves to invoke insane attacks involving rocks falling from the sky, tanks driving onto the screen,

rockets pounding into your hapless opponent, and the like. Those looking for a serious "real-world" fighting game like *Tekken* or *Virtua Fighter* will be disappointed.

FANTASTIC VISUALS AND ANIMATION

The visuals and animations are fantastic, and there isn't a feeling more satisfying than watching your character transform into a giant robot and dump bombs and grenades at your enemy while the screen erupts in explosions.

These moves can of course be blocked by raising your arm in front of your face, but that goes without saying. A good feature included is that to make the furious button pushing easier, there are "easy" and "beginner" settings which automate some of the special moves into one or two button pushes, making it easier for those without advanced knowledge of the game to start pulling off the big combos.

A disappointing feature was the lack of FMV. The cartoony graphics suit the genre well, but the version we saw had no introduction worth speaking of, and lame endings for the arcade game. However, the one-on-one battle is what the game will be judged for, and at this stage it's looking like *Marvel vs Capcom* is going to deliver in a big way.

Leon Tranter

F1 Racing Championship

Now you can leave a different kind of skidmark with this new racer

FACT FILE

- Publisher
Ubisoft
- Developer
Ubisoft
- Genre
Racing
- Release Date
April
- Players
One or two



Blast those God-forsaken McLarens



Large cars and totally in your face: F1 Racing Championship is looking good for the new season

PROGRESS REPORT

Positive Points

- ♣ Near photo-realistic visuals.
- ♣ Cool Garbage soundtrack.

Negative Points

- ♣ Needs much tighter controls.
- ♣ Driver AI needs to be worked on.

It would really appear as though the genre of formula one racing is becoming crowded. What with Psygnosis' own F1 series and the new F1 World GP (reviewed this month on p.60), it seems just a little odd that yet another one should be hitting the shelves soon.

However, this latest upcoming title *F1 Racing Championship*, is in fact brought to you by Ubisoft. These are the same people who were responsible for the Monaco GP series, the popular unofficial F1 game that ran almost concurrently with Psygnosis' official series. The difference, however, is that Ubisoft now have an official license.

F1 Racing Championship promises to offer greater depth and value than your average "jump in the car and floor it" Formula One game. It will also include an Arcade Mode for all of you impatient people out there, as well as a Simulation Mode for all the real fans.

TIME
19
SCORE
10000



Better a burnout than a brownout

One brand of driving as he or she may be into the Gran Turismo brand of racing. It goes without saying, then, that *F1 Racing Championship* will be striving to be a highly realistic game. To that end, our tests of an early version of the game shows great promise.

ATMOSPHERIC VISUALS

Graphically, the game is very strong. As you can see from the screenshots, the cars can very large on the screen, which adds somewhat to the atmosphere as you feel your vehicle thundering through the track on the Dual Shock pad. Pop-up is also minimal, which is a plus in any racing title.

The game also plays and handles quite well, which is a trait presumably inherited from the Monaco GP series. The brakes feel reasonably balanced, and the steering and acceleration are all coming along fine.

One of the more welcome improvements is the inclusion of road markings to indicate where the turns are. They are not 100% clear to see, but at least it is better than not having anything (as per Monaco GP2). Hopefully this feature will be used to greater effect in the final version we receive of the game.

Beyond that, *F1 Racing Championship* just has a lot of promise. It's very easy to see where the potential lays in terms of the training mode and simulation mode; but it's also very easy to see how it can possibly become an average game if the simulation mode, handling, and the finer points within the training mode are merely glossed over. Watch out next issue when we bring you a full review of this title.

Kevin Cheung



Every racing team is playable, as well as all of the big names in the game like Schumacher and Hakkinen. The most welcome new addition is a training mode, which teaches you the finer points of how to gear shift, how to approach the turns, and so on. This mode is analogous to the Driver's License Tests in Gran Turismo, which taught you how to exploit the physics of driving. Obviously, such a mode would be invaluable to anyone who's as into the Formula

Crazy Climber 2000

Climb or Die! Yet another obscure arcade relic rises from the grave

FACT FILE

■ Publisher

TBA

■ Developer

Nitsubushi

■ Genre

Arcade/Puzzle

■ Release Date

One

■ Players

One

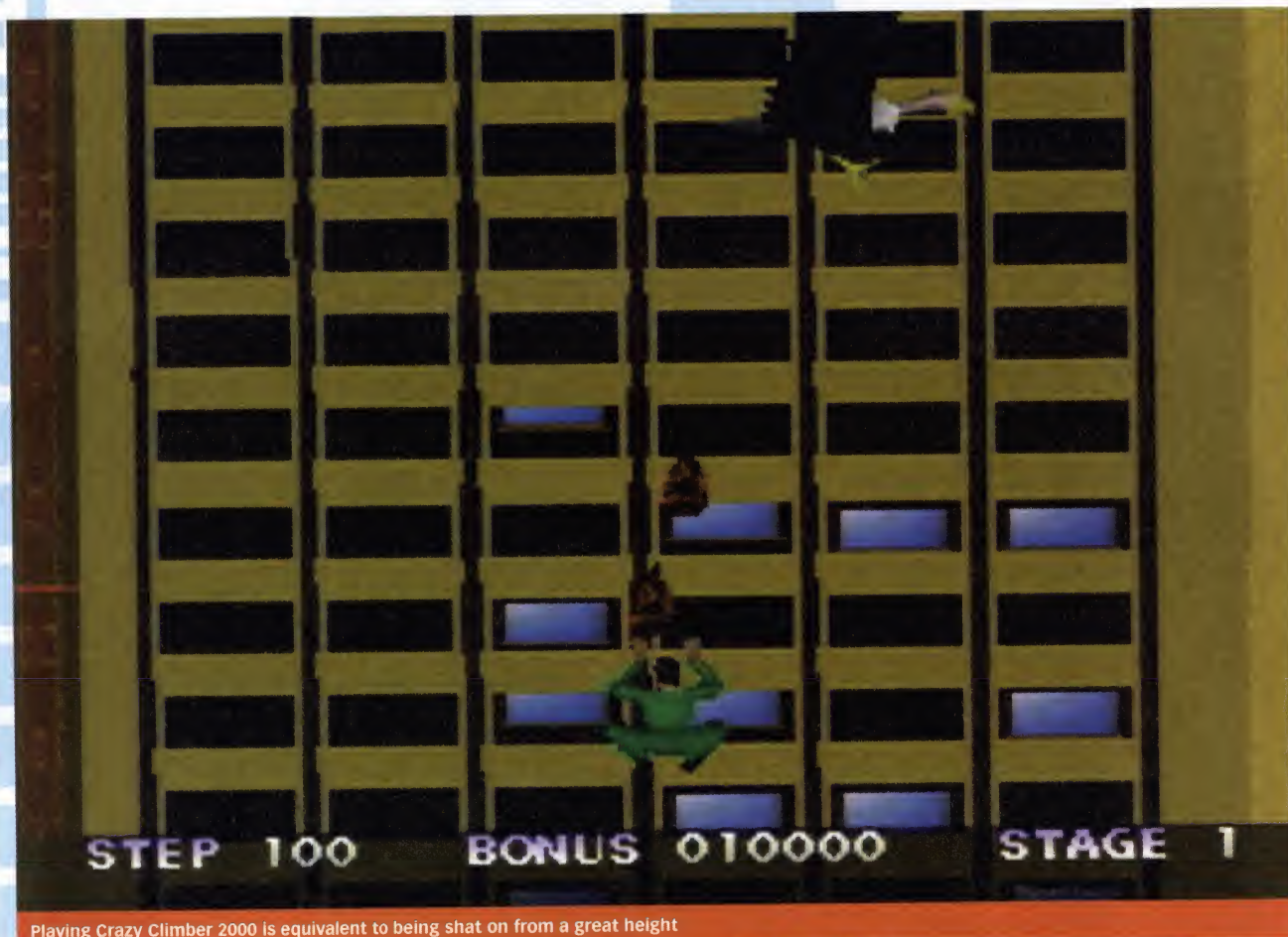
PROGRESS REPORT

Positive Points

- ♣ Original gameplay.
- ♣ Compelling.

Negative Points

- ♣ Technically clumsy.
- ♣ Little depth.



Playing Crazy Climber 2000 is equivalent to being shat on from a great height

It seems the retro-mania sweeping video and computer games cannot be stopped. Nitsubushi are soon releasing a rehash of an obscure arcade game from 1980, with a 2000 attached to the title (which will obviously give it unstoppable power).

Crazy Climber 2000 is a game based around climbing a building with grumpy inhabitants who become upset about you clambering up their skyscraper, and do their best to cause you to plummet to your doom. It seems impossible to determine from this version anything about the background or story to *Crazy Climber 2000*, and that may not change. You have to climb buildings. You use the buttons to move different limbs of the climber around the windows of these buildings, and windows are continuously opening and closing.

If a window closes on your hands, you plunge to your doom. The closer you get to your ultimate destination, the greater the likelihood of your nemesis turning up, a large bird of some kind who also hurls quite unidentifiable objects at you.

Technically, *Crazy Climber 2000* doesn't look like it's going to break any records. The graphics are fairly clumsy, with some



This narrow gap is just as tedious as the rest

noticeable jag. The building surfaces are all the same drab grey, and there aren't even any reflection effects on the windows. The sounds and music are average at best, and sometimes darn annoying. *Final Fantasy* this sure ain't.

The gameplay turns out to be addictive in a Tetris sort of way after a while. The old "I can get further than that" bug kicks in, and you find yourself hitting the continue compulsively. It remains to see whether or not this longevity will last in the final version. There are also the graphic and sound issues to resolve, though such things aren't priorities to everyone.



Looks like the bird had corn for lunch

Crazy Climber 2000 looks like it may prove a disappointment to many used to the powerful 3D graphics of many PlayStation games. To the arcade and puzzle freaks though, its unusual slant and original gameplay may turn out to be on the money.

For the hardcore retro-heads, there is an "original game" option from the menu, which lets you play the 1980 arcade version. It seems this version however doesn't depart enough from its venerable ancestor to really cause a splash.

Leon Tranter

Consumer Rights

Videogames are very big business. It's considered "mainstream", meaning that it's not just for nerds and geeks anymore: it's basically something everyone does as a part of everyday life. When you're about to buy a present for a friend or family member, a videogame or videogames console is right up there with a new football, a new bicycle, or even a humble watch.

And what of yourself? You have to purchase some games for yourself as well, don't you? And when you think about it, there's actually quite a lot of money poured into your videogames investment. Let's just think about it hypothetically. In a year, the average PlayStation owner might purchase anywhere between five to ten games. Within that period, one or two memory cards may be purchased, as well as some one-off purchases such as an extra control pad, a steering wheel, or an upgrade to a Dual Shock control pad. All up, we're potentially looking at between \$300 and \$800 in yearly videogames expenditures for a singular individual. In 1999 alone, total videogames software sales in Australia topped \$235,950,242.00, while hardware sales raked in \$87,636,488.00.

With a user base of over 1.5 million PlayStation owners in Australia, that 'is' pretty big business. And considering how videogames are one of the few industries that tap directly into the youth market, there's considerable scope for exploitation.

What are we talking about? We're talking about getting ripped off. We're talking about people who take your money and leave you empty handed. If ever there's been a time where you felt as though you were left with the short end of the stick, but didn't know what to do about it, read through our step-by-step guide on what you can do, what to look for, where you can go, how to avoid the pitfalls, and how to come out on top as a prudent consumer.

The following letter was sent in to us by one of our readers, detailing the problems he recently faced with a shop in trying to purchase a new console. Read his story. These are things that could happen to any one of us. For the PlayStation faithful, it's especially important that we all know where we stand when we start preparing for purchasing a PlayStation 2.

For numerous legal reasons, we are prevented from naming the store in question or from specifying its general location. However, we can disclose that the shop is part of a major franchise of specialist videogame shops in Australia. We must also highlight the fact that the details contained in the following letter are allegations - not statements of fact - that do not necessarily reflect the views of the staff of this magazine.

In the question of fairness, the shop in question was approached by us for their version of the events detailed in the letter. A representative of the shop refused to comment on the matter, and referred us to their head office. Unfortunately, the telephone number supplied by the shop to us of the head office lead to a dedicated fax machine. We called up that representative again, who maintained that it was the only number he had on record. A telephone number we acquired by our own investigative means went unanswered in spite of our efforts.

Please help.

Last year, I was really looking forward to the release of the new console called the Dreamcast, so I went to *****, the local store in *****, Northern Territory, and pre-ordered it a month in advance. They said to me that I have to pay the full amount up front if I wanted to guarantee myself one. I knew that it would be really expensive - I read on the Internet that it would cost around \$500.00, so I'd already been saving up for it ever since May last year. Since I really wanted it, I paid them the money, and they put my name down for it.

When the Dreamcast was meant to come out, the shop didn't get enough machines, and they didn't even get any games or memory cards or peripherals. And to make matters worse, the guy at the shop told me that they had no record of me or my \$500, basically meaning that they wouldn't give me what I paid for!

It didn't do me any good trying to reason with the store, either. They know me by sight, as I buy most of my videogames from there. What made me really angry, though, was that even though they didn't have anything to give me, they wouldn't even give me back my \$500!

I called Consumer Affairs, basically because I thought there was something really fishy going on here, and I lodged a formal complaint. They sent an investigator down to check out the shop. Apparently he talked to the parties involved and found nothing inconsistent with their version of the story. He also rang up the company that developed their business accounting program and asked if any history of sales could be deleted. They apparently assured him that it was impossible. After all of this he phoned me to make a time to come see me. When we talked he said that he could not find anything to help me out, nor any evidence of my pre-order. He also said that the workers involved didn't remember me.

He then told me that he will report back to consumer affairs and they are likely to cease the matter. However, he said I could continue on with it if I wanted to, but it would most likely turn into a "back and forth" matter going nowhere owing to the lack of evidence. I ended up withdrawing the complaint until I can come up with some kind of receipt.

This presents me with two different problems:

- (1) I have lost \$500 hard earned money for what? I now have nothing to show for it.
- (2) 1 week before the DC was officially going to definitely come out, I had to pay my bills. And here I thought I can get a loan against the only thing I own, my "PC". So since I expected my DC to arrive next week, I loaned it. Then when I found out that I wasn't getting my DC, I was literally mad, and I had no idea where to look for help.

The thing I'm most angry about is that outside of being \$500 out of pocket, I had to sell everything gaming-related that I had in order to get the money together for the Dreamcast. Now, I have been rorted out of that money by a shop I had already previously spent heaps of money at, and who I assumed knew me.

There's also a fair degree of humiliation involved here. At one point I even went to the shop to confront the storekeeper about it, with the hope of getting a little sense out of this, and he had the gall to deny everything in my face and in front of other customers, whilst also accusing me of some wrong-doing at the same time. And he knew full well what was going on.

I've tried calling and emailing OziSoft to see if they can help me, but they wouldn't return any of my calls. I'm not surprised at all, especially after how badly they've handled everything else. Basically I'm just losing hope. Where is the honesty and the fairness? I've been ripped off, and no matter where I turn, I just get rejection after rejection after rejection. So I've been pretty skeptical of pretty much everyone of late. I cannot express how angry I am over this whole situation. If there's anything you can do to help, I'd be really grateful, if at least you'd warn all the other gamers out there about these dodgy practices.

Yours faithfully,

Name and Address withheld on request



'They wouldn't give me what I paid for!'

'They wouldn't even give me back my \$500!'

'The workers involved didn't remember me.'

'I had to sell everything gaming-related that I had'

'There's also a fair degree of humiliation involved here.'

'I've been ripped off'

Solutions through Common Sense, Understanding, and the Law

None of us want to have to experience what our poor friend did, but no matter how much it looks as though he was ripped off, there were many things he could have done to safeguard himself from such a situation. Here are some examples of where he went wrong...

"They said to me that I have to pay the full amount up front if I wanted to guarantee myself one"

That's usually not the case. Most shops will ask for between 10-20% as a deposit to reserve anything. The reasoning is that you have to show some kind of commitment to the shop to make it worth their while to hold something for you that they'd otherwise sell to someone else.

Obviously, giving them 100% is a very nice gesture, but it's largely unnecessary. Take your business elsewhere.

"I've tried calling and emailing OziSoft to see if they can help me, but they wouldn't return any of my calls."

For those of you who don't know who OziSoft is, they are the distribution company handling the Dreamcast in Australia and New Zealand.

Basically, it's pretty pointless to take your problem to OziSoft. Your complaint relates to an agreement you believe you had with the shop. Therefore, your beef is with the shop and the shop alone - not OziSoft.

"...The guy at the shop told me that they had no record of me or my \$500, basically meaning that they wouldn't give me what I paid for!"

You should have been given a receipt when you made your deposit. Standard accounting procedures are that you get to keep the original receipt, and the shop keeps a duplicate for their records. These receipts are required by law to identify the shop and indicate the date of receipt. It should also have some kind of indorsement (law-speak for a signature) by an authorised representative of the shop. The receipt is all you need to show that your transaction exists.

"The thing I'm most angry about is that... I had to sell everything gaming-related that I had in order to get the money together for the Dreamcast."

Unfortunately, 'how' you acquired the money to pay for your Dreamcast has no bearing on the situation. To put it bluntly, it's not the shop's problem. On the other hand, this can serve as a valuable lesson to everyone not to let hype get the better of your judgement. No doubt, you're regretting not having any of your old systems anymore.

"The basic problem was that I didn't have a receipt."

Ouch. A receipt is your only primary evidence that the deposit took place. However, it's not quite the end of the world. There are secondary forms of evidence, such as your name taken down in their record books. Alternatively, if you paid by electronic means, there will almost certainly be a bank record of the transaction. Even then, we cannot stress the importance of the receipt. It is a legal document that proves their liability to you.

Don't ever forget to get a receipt for such transactions, and don't ever lose it.

"There's also a fair degree of humiliation involved here."

There is not much you can do about it. Basically, you're there to make your position known, and the shop keeper is entitled to make his own position known in reply. You're probably wondering about the prospects of suing him for defamation, but that's a bit of stretch. Realistically, you won't get very far. Arguments happen all the time. People say mean things to each other. If you can't handle them, then don't get into them.



What your **basic receipt** looks like

Here's an example of what a common receipt would look like. Obviously, not all receipts look like this, but it's a model you can apply to every other one you encounter in future. It's also worth remembering that a receipt isn't the "be all and end all" proof of your transaction. For instance, you could pay your deposit by electronic means such as through EFT-POS, or through a credit card. A transaction made through such means will always leave some kind of trail to follow, such as an entry in a bank statement, which will at least prove that money has changed hands between yourself and the shop.

1. SERIAL NUMBER

When the shop looks it up their records, they'll know where to find it.

142857

2. DATE

Shows the date of your transaction/purchase.

DATE 12/3/2000

5. YOUR NAME

So that everyone knows who spent the money.

RECEIPT IN THE NAME OF: Seymour Butts

AMOUNT: Five hundred dollars -

\$500.00

REASON: Deposit for PlayStation 2
(advanced order)

3. THE AMOUNT SPENT

A recording of the money you gave the shop.

6. TRANSACTION DETAILS

Gives the reasons for the exchange of money.

YOUR AVERAGE VIDEOGAME SHOP
369 EVERGREEN TERRACE
SPRINGFIELD 2000

AUTHORISED BY:

SHOPKEEPER'S NAME

4. NAME OF THE SHOP -

So that everyone knows who received your money.

7. SHOP'S INDORSEMENT

To show the transaction was approved by an authorised person working in the shop.

A receipt that contains all of these details is pretty much iron clad. It identifies who was involved, when the transaction happened, how much was spent, why the money was spent, and that the shop acknowledges the transaction took place.

You will find it is common practice for many retailers - such as large chain department stores - that omit (5), (6) and (7). Whilst this is obviously not the perfect receipt, there is still enough information on it to protect your rights. Usually your rights will be upheld or honoured on the principles of good faith and good business practices. However, greater care should be taken with the smaller specialist shops, and you should at the very least demand that (5) and (6) be entered on the receipt.



Getting Legal

Essentially, commencing legal action is the last thing you want to do. It's a sordid, drawn-out process that will end up costing you more than just bank-breaking legal fees. It's time consuming, unnecessarily adversarial, emotionally frustrating, and a right pain in the arse.

However, it does help to know where you stand legally. Having an understanding of the law means that you'll know what the shopkeepers are obliged to do (as well as yourself), and you'll be able to side-step any of the retail pitfalls before there's any need to commence, much less even threaten legal action.

The following provisions are taken and paraphrased from the Trade Practices Act 1974 of Australia. It is a Commonwealth act that applies universally to corporations in Australia, so it will not apply to all retailers you encounter. Stores in your own local area that aren't incorporated will fall under an equivalent State legislation, such as the Fair Trading Act in New South Wales. Please note that the following provisions are not designed nor intended to be professional legal advice. Legal matters relating to commercial dealings can be far more complicated than this guide might lead you to believe, and involve other areas of law that, in the interests of space, cannot be canvassed in this article. If you honestly do have some legal problems, seek professional advice.

Trade Practices Act 1974

Part V of the TPA is what relates to consumer protection and unfair practices. You'll find that these are the most commonly quoted sections of the legislation when it comes to consumer claims.

Section 52: Misleading or Deceptive Conduct

A corporation, whilst in trade or commerce, is not permitted engage in any kind of conduct that is misleading or deceptive. A corporation isn't even allowed to engage in conduct that is likely to mislead or deceive.

Section 53: False or Misleading Representations

This applies to corporations during the course of trade and commerce, in relation to the promotion, supply, possible supply, or use of goods or services. In such circumstances, a corporation is not permitted to:

- (a) Falsely represent that goods are of a particular standard, quality, value, grade, composition, style or model or have had a particular history or particular previous use;
- (aa) To falsely represent that services rendered are of a particular standard, quality, value or grade;

(b) Falsely represent that goods are new;

(bb) Falsely represent that a particular person has agreed to acquire goods or services;

(c) Represent that goods or services have sponsorship, approval, performance characteristics, accessories, uses or benefits they do not have;

(d) Represent that the corporation has a sponsorship, approval or affiliation it does not have;

(e) Make a false or misleading representation with respect to the price of goods or services;

(ea) Make a false or misleading representation concerning the availability of facilities for the repair of goods or of spare parts for goods;

(eb) Make a false or misleading representation concerning the place of origin of goods;

(f) Make a false or misleading representation concerning the need for any goods or services; or

(g) Make a false or misleading representation concerning the existence, exclusion or effect of any condition, warranty, guarantee, right or remedy.

Section 58:

Accepting payment without intending or being able to supply as ordered

During the course of trade or commerce, a corporation is not permitted to accept any payment for goods or services if, at the time,

(a) The corporation intends:

(i) Not to supply the goods or services; or

(ii) To supply goods or services materially different from the goods or services in respect of which the payment or other consideration is accepted; or

(b) There are reasonable grounds, of which the corporation is aware or ought reasonably to be aware, for believing that the corporation will not be able to supply the goods or services within the period specified by the corporation or, if no period is specified, within a reasonable time.

At the end of the day, business should always be mutually beneficial. You get a product that you want, and in return the retailers and shops get your money. It's not as though all retailers have an underlying agenda - sometimes, they just make mistakes. In either case, it pays to be careful and to watch your back. After all, nobody is going to care for your money or your welfare more than yourself.

swatch[®]
.beat



Cyberspace Invader

DATA: identified wrist object

NAME: Swatch .beat

MATERIAL: aluminium

DATA CONTAINED: local time, second time, alarm,
timer, stopwatch functions, strange animations

EXTRA DATA: features Internet Time

ORIGIN: unknown, most probably Switzerland

RSP \$180.

Available at

Centrepoint: The Swatch Store, Pitt St Mall (02) 9223 2996.

Darling Harbour: The Swatch Store,

Shop 261 Harbourside Shopping Centre (02) 9211 1748.

And leading Department,

Jewellery and Duty Free Stores around Australia.

www.swatch.com

>>>END



HELPSTATION



MISS NURSE WANTS YOU!

Can't find the magic glowing rabbit to get past the third squid boss in the underwater city? Stuck in the boiler room of the old factory? Do you require some level skip codes and invincibility cheats to feel like a real PlayStation success? Write to Ms Nurse. She may just help you!



WRITE TO: MISS NURSE

Level 6, 418a Elizabeth St

Surry Hills NSW Australia 2010

Email: playstation@next.com.au

ARMoured CORE

EASY CREDITS

Go into any mission that gives you credits in advance and as soon as you enter abort the mission.

FIRING THE LAZERBLADE

You can fire a beam of light from your lazerblade. To do this, press O to use the lazerblade, then as the arm comes down hit X. It has no lock so you really need to have good aim. If done correctly it will fire a crescent shaped beam.

COOLBOARDERS 4



FIRST-PERSON VIEW

To switch to first-person view, press Δ + \square + Start at the same time then unpause. To return to third-person view, just pause the game then unpause it.

CHOCOBO'S DUNGEON 2

BONUS ENDING

After you have completed the game, let the credits roll by and you can continue playing. Complete this part and you get to see the bonus ending.

FIGHT BLACK GOBLIN AT BEGINNING

When you get to the second floor of the first dungeon, you will see a goblin fighting a muz. It will win and turn into a dark goblin. Let Mog get beat up by it and it turns into a black goblin. You can try to fight it. You need to be at least level 15 or more to win.

GET RAHMU FEATHER

In the restaurant there is a drunk marlboro in the top left corner, keep on using thunder books on him until he turns back into Rahmu.

GET SYLPH FEATHER

Go to the beach until you see a treasure chest, take it, keep going back until you see a treasure again, do this 3 times and Sylph appears giving you the feather.



DEMOLITION RACER



GET TITAN FEATHER

Examine the statue in the center of town, after a few times of looking at it you should see Ben there, (a brown behemoth), he should ask you what the statue needs, if you answer by saying "an earthy smell" and come back in a while he'll ask you for a quake book. Come back in a bit and the statue will turn into Titan!

COOL BOARDERS 4

UNLOCK EXTRA MOUNTAIN

When you go to the tournament name enter in "newhill" and get an extra mountain.

UNLOCK ALL MOUNTAINS, CHARACTERS AND BOARDS

Select One player mode and enter: ICHEAT as your name. If you entered it correctly you will hear a confirmation sound. This code will also give you more creation points for boards

UNLOCK ALL SPECIAL EVENTS

Select One player mode and enter: IMSPECIAL as your name. If you entered it correctly you will hear a confirmation sound.

DEMOLITION RACER

UNLOCK EVERYTHING - THE EASY WAY

To unlock all the cars, tracks, and game modes enter: X, X, \square , \square , Δ , Δ , O, O at the main menu. You will hear an engine rev if you did it right.

Note: When you are entering the code you will go to different menus, but this is no cause for concern.

DUKE NUKEM: TIME TO KILL

BEAT THE GAME

While playing hold L2 + R2 & press \square , Δ , O, O, Start.

CHEAT CODES

Pause the game and enter these codes at an even pace. If you enter them too fast they may not work.

INFINITE AMMO

L, R, L, R, Select, L, R, L, R, Select.

HELPstation

ALL WEAPONS

L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.

ALL INVENTORY

R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.

ALL KEYS

Up, R, Up, L, Down, Up, R, L, R, Down.

INVISIBILITY

L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

INVINCIBILITY

L2, R1, L1, R2, Up, Down, Up, Down, Select, Select.

DOUBLE DAMAGE

L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.

TEMPORARY INVULNERABILITY

R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

BIG HEAD DUKE

R1, R1, R1, R1, R1, R1, R1, R1, R1, Up.

LITTLE HEAD DUKE

R, R1, R1, R1, R1, R1, R1, R1, R1, Down.

BIG HEAD ENEMIES

R1, R1, R1, R1, R1, R1,
R1, R1, R1, L.

LITTLE HEAD ENEMIES

R1, R1, R1, R1,
R1, R1, R1, R1,
R1, R.

SECRET WEAPONS

R1, R2, L2, L1, R1, R2,
L2, L1, Select, Select.

LEVEL SELECT

While playing, pause the game and press Down 9 times and then press Up and it should say Level Select. Now quit the game and on the main menu you will see a new option that says "Time To Kill". Select it and then press Right or Left to choose the level you want to go to. Press X to start playing.



GUILTY GEAR

CHIP'S INFINITE COMBO

Chip has an incredibly cheap, yet easy to do infinite combo - do his uppercut, then, right before the opponent lands, dash in, and do another one. Then repeat the action.

PLAY AS BAIKEN

To get Baiken, beat normal mode without continuing.

PLAY AS TESTAMENT/JUSTICE

To fight as Testament and Justice, complete in arcade mode under the normal difficulty level. Continues may be used.

JET RIDER 2

ALL TRACKS

To unlock all tracks, perform the following actions exactly as shown.

Note: Not only will this code give you all tracks, but access to all the tracks from Jet Rider 1.

01. Set game to MASTER difficulty and 5 laps per race.
02. Press X on Li'l Dave & return to the title screen.
03. Press Up, Down, Left, Right, R2, R1, L2, L1.
04. Set the game to 3 laps per race.
05. Press X on Wild Ride, then return to title screen.
06. Press Up, Left, Down, Right, □, R2, O, L2 within four seconds. You should hear a tone.
07. Set game to AMATEUR difficulty with turbos off.
08. Press X on Bomber & return to title screen again.
09. Press Up, Down, Left, Right, Up, Down, Left, Right within four seconds.
10. Set PROFESSIONAL difficulty & turn turbos on again.
11. Finally, press R2, R1, L1, L2, R2, R1, L1, L2.



HELPSTATION

MICRO MACHINES V3



MICRO MACHINES V3

CHEAT CODES

Enter these codes while game is paused. A beep will confirm code. To disable a code simply re-enter it.

ANY OBJECT

Down, Down, Up, Up, Right, Right, Left, Left

BEHIND CAR VIEW

Left, Right, □, O, Left, Right, □, O

BIG BOUNCES

□, Right, Right, Down, Up, Down, Left, Down, Down

DOUBLE SPEED

□, X, O, □, Δ, X, X, X, X

FLOATING OBJECTS

□, Δ, □, □, Δ, □, □, Δ, X

SLOW CPU CARS

O, Δ, □, X, O, Δ, □, X

DEBUG MODE

Pause the game and press □, Up, Down, Down, □, O, O, Δ, X to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

QUIT RACE AND WIN

Press Select + X. This doesn't work in time trials.

CHANGE CAMERA ANGLE

Hold Select, press Up, Down, Left or Right.

CHANGE CAMERA ZOOM

Hold Select and press L2 or R2.

NBA JAM EXTREME

BONUS GAME

To access a four-player bonus game, push UP on all four controllers, then press Extreme while exiting the Select screen.

BONUS TEAMS

Enter these codes on the "Initials" screen. Hold L1 + R1 while entering.

Access All Teams JBP May 17

Smiley Team MJT March 22

Misfit Team MSS October 26

Celebrity Team BIG December 6

Special Sports LAN September 10

Invisible Team PJP November 2

East All Star 1 LMH June 28

East All Star 2 EST March 14

West All Star 1 WST July 12

West All Star 2 RMC April 21

NBA JAM EXTREME



NBA JAM EXTREME



Rookie Team 1

SCT November 14

Rookie Team 2

REG January 17

Rookie Team 3

BAP August 11

PERMANENT TURBO

On the Vs. screen, hold TURBO and press Up, Down, Up, Down.

PRE TIP-OFF CODES

The following codes are done prior to the tip off. All of the players must be on the court before you start one of the codes.

CPU ASSISTANCE OFF:

Extreme, Turbo, Pass, Pass.

SOCCER BALL:

Pass, Pass, Turbo, Turbo, Extreme, Extreme, Extreme.

QUICK HANDS:

Pass (3x), Turbo (3x), Extreme (3x), Pass (3x).

POWERED PUSH:

Turbo (2x), Pass (2x), Turbo (2x), Pass (2x), Turbo (2x), Pass (2x), Turbo (2x).

LEGAL GOAL TENDING:

Extreme (8x), Pass, Extreme (9x).

MAXIMUM REBOUND:

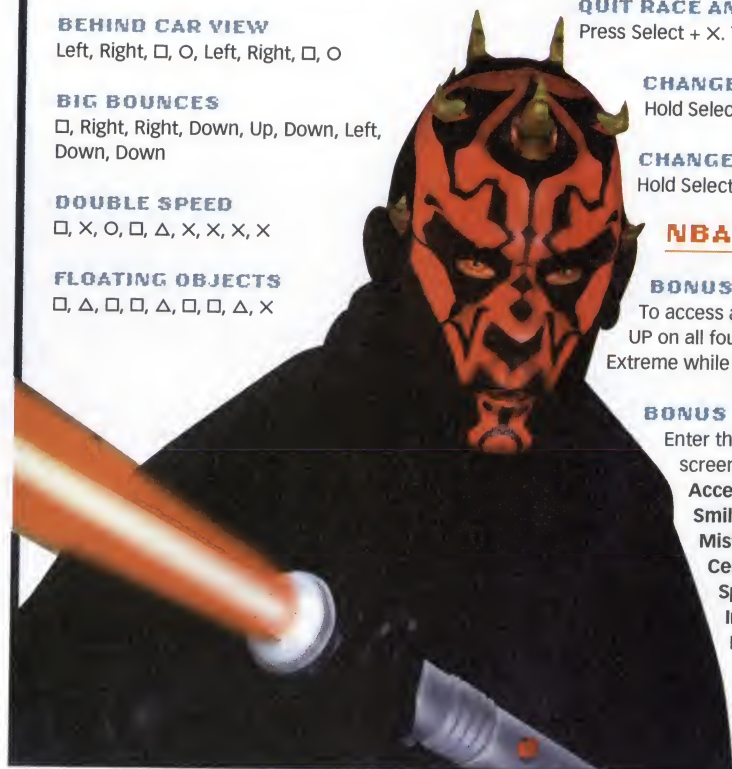
Pass (2x), Extreme, Special, Extreme, Turbo.

MAXIMUM THREE-POINTERS:

Pass (8x), Extreme, Pass (7x).

DEAD EYE DICK MODE:

Turbo (5x), Pass, Extreme, Turbo (6x).





Helpstation

VIGILANTE 8: 2ND OFFENSE

PASSWORDS

How to enter Passwords

Highlight "Game Status" at the Options menu. Then press L1 + R1 and press X twice.

UNDER_FIRE

Attract enemies

QUICK_PLAY

Fast action

JACK_IT_UP

Big wheels & high suspension

GO_RAMMING

Cars heavier & better rammers

DRIVE_ONLY

No Wheel Attachment Icons

GO_SLOW_MO

Put the game into slow motion

RAPID_FIRE

Rapid fire

NO_GRAVITY

Reduce gravity

MORE_SPEED

Slow motion mode

HOME_ALONE

Solitary game (Arcade mode)

BLAST_FIRE

Super missiles

MIXES_CARS

Use Same Cars in Mutiplayer

LONG_MOVIE

View All Endings.

Just click on the character whose ending you want to see. Sometimes the endings link together so you can see the whole story.

ATTRACTION MINES

You need at least 2 mines for this. When you have the mines, press left, right, then down and machine gun at the same time to get an attraction mine.

CRATER MAKER

While playing make sure you have at least 5 mortar shells. Press Down, Down, Down, Up, Machine gun.

FLOATING MINE

While playing make sure you have at least 2 mines. Then press, Left, Left, Right, Right, Machine gun.

RAPID FIRE CANNON

While playing, be sure to have at least 3 cannon shots. Press Down, Up, Down, up, Machine gun.

RAPID-FIRE ROCKETS

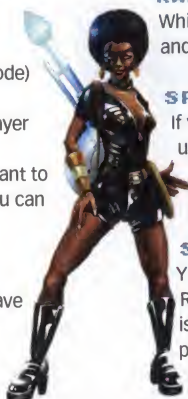
While playing, be sure you have 2 rockets and press Up, Up, Up, Machine gun.

SPEED BURST

If you have at least 3 homing missiles, tap up, up, up, machine gun to shoot a missile that sticks to your car causing it to speed up for a short period of time.

STICKER MISSILES

You must have at least 2 Bull's Eye Rockets for this to work. What happens is the rocket sticks into car chasis and pushes it around. Up, Down, Down, Machine gun.



VIGILANTE 8: SECOND OFFENSE



WHEELIES

Hold the hand brake and press on the gas until your tires start spinning. Release the handbrake and you will do a wheelie

ORIGINAL LEVELS (V8 CD REQUIRED)

Pause game play, remove the game disk, then insert an original V8 CD. The message "V8 Levels Enabled" will confirm correct code entry. Insert the V8: Second Offense disk again. Quit the current game to access the original V8 levels as well as secret levels!

Note: You cannot save these levels and will have to enter the code each time.

MEGA CHEATS

PlayStation

- 457 Spyro 2: Ripto's Rage
- 458 Vigilante 8: 2nd Offense
- 459 Tomorrow Never Dies
- 460 Supercross 2000
- 461 Medal of Honor
- 462 Jurassic Park: Warpath
- 463 Test Drive 6
- 464 Tomb Raider: Last Rel.
- 465 Street Fighter EX 2 Plus
- 466 Lego Racers
- 467 40 Winks

- 468 Asteroids
- 469 Auto Destruct
- 470 Azure Dreams
- 471 B Movie
- 472 Battle Arena Tosh 3
- 473 Battle Arena Tosh 2
- 474 Beast Wars: Transform
- 475 Bio Frenks
- 476 Blast Chamber
- 477 Blast Radius
- 478 Blastio
- 479 Blood Omen
- 480 Bloody Roar
- 481 Bloody Roar 2
- 482 Bomberman world
- 483 Brain Dead 13
- 484 Brigantine
- 485 Bubby 3D
- 486 Bushido Blade 2
- 487 Bust-a-Groove
- 488 Bust-a-Move 4
- 489 C. Contra Adventure
- 490 Capcom Gen. 1
- 491 Capcom Gen. 2
- 492 Cardinal Sin
- 493 Carl World Series
- 494 Chocobo Racing
- 495 Circuit Breakers
- 496 Code Name: Tenka
- 497 Colin McRae rally
- 498 Colony Wars
- 499 Colony Wars: Veng.
- 500 Command & Conquer

- 501 C & C: Red Alert
- 502 Contender
- 503 Contra: Legacy of War
- 504 Cool Boarders 2
- 505 Cool Boarders 3
- 506 Courier Crisis
- 507 Crash Bandicoot 1
- 508 Crash Bandicoot 2
- 509 Crash Bandicoot 3
- 510 Crash Team Racing
- 511 Croc: Legend
- 512 Crusader: No Remorse
- 513 Cybersled
- 514 Dark Forces
- 515 Dead In The Water
- 516 Dead or Alive
- 517 Death Trap Dungeon
- 518 Decent
- 519 Delcon 5
- 520 Destro
- 521 Destruction derby 2
- 522 Dino Crisis
- 523 Dragon Seeds
- 524 Duke Nukem: Time to Kill
- 525 Duke Nukem: Meltdown
- 526 Dynamite Boxing
- 527 Elemental Beasts
- 528 Elemental Beasts
- 529 ESPN Extreme Games
- 530 Everybody's Golf
- 531 FFA 99
- 532 FFA 99
- 533 Fighting Force
- 534 Fighting Mission: K1-Riv
- 535 Final Fantasy
- 536 Final Fantasy 7
- 537 Fisherman's Bait: A Bass
- 538 Formula 197
- 539 Formula 198
- 540 Formula Karts
- 541 Forsaken
- 542 Frenzy
- 543 Future Cop I.A.P.D.
- 544 G-Darius
- 545 G-Police
- 546 Gex: Enter the Gecko
- 547 Gex 3: Deep Cover Gecko
- 548 Ghost In the Shell
- 549 Gran Turismo
- 550 Grand Theft Auto 2
- 551 Grand Tour Racing 98
- 552 Guilty Gear

- 553 Heart Of Darkness
- 554 Hot Shots Golf
- 555 I.S. Soccer Pro 98
- 556 Independence Day
- 557 Indy 500
- 558 J. McGrath Super X 98
- 559 Jet Moto 3
- 560 Judge Dread
- 561 K-1 Arena Fighters
- 562 Kagero Deception 2
- 563 Klonoa
- 564 KnockOut Kings
- 565 Krazy Ivan
- 566 Kula World
- 567 LEGEND
- 568 Libero Grande
- 569 M.K. 4
- 570 M.K. Mythologies
- 571 M.K. Trilogy
- 572 Madden NFL 99
- 573 Madden NFL 98
- 574 Madden Destruction
- 575 Max Force
- 576 Max Power Racing
- 577 MDK
- 578 Medevil
- 579 Megaman: Legends
- 580 Mervel & Hero's V's St. Fight
- 581 Metal Gear Solid
- 582 Metal Slug
- 583 Micro Machines V3
- 584 Military Madness
- 585 Monster Trucks
- 586 Moto Racer
- 587 Moto Racer 2
- 588 Motorhead
- 589 Mission Impossible
- 590 N2O - Nitrous oxide
- 591 Nascar 98
- 592 Nascar 2000
- 593 NBA Live 98
- 594 NBA Live 99
- 595 NBA Shoot Out 98
- 596 Need For Speed 2
- 597 Need For Speed: High Stakes
- 598 NFL Blitz
- 599 NFL Gameday 99
- 600 NHL 98
- 601 NHL 99
- 602 NHL Face Off 98
- 603 NHL Powerplay 98
- 604 Ninja: Shadows

- 605 Nuclear Strike
- 606 O.D.T.
- 607 Oddworld: Abe's Exodus
- 608 Oddworld: Abe's Odd.
- 609 One
- 610 Pandemonium 1
- 611 Pandemonium 2
- 612 Tekken 3
- 613 Ten Pin Alley
- 614 Tenchu
- 615 Test Drive 4
- 616 Test Drive 5
- 617 Test Drive Off Road
- 618 Test Drive Off Road 2
- 619 Tetris Plus
- 620 The Fifth Element
- 621 The Lost World
- 622 The Unholy War
- 623 Theme Hospital
- 624 Theme Park
- 625 Thrill Kill
- 626 Thunder Force 5
- 627 Tiger Woods 99
- 628 Time Crisis
- 629 Tobal 2
- 630 Toca Touring Car
- 631 Toca Touring Car 2
- 632 Tokyo Highway Battle
- 633 Tomb Raider
- 634 Tomb Raider 2
- 635 Tomb Raider 3
- 636 Tomb Raider
- 637 T. Makonnen World Rally
- 638 Treasures of the Deep
- 639 Triple Play 98
- 640 Triple Play 99
- 641 Twisted Metal 2
- 642 Twisted Metal 3
- 643 V-Rally
- 644 V's
- 645 Vigilante 8
- 646 VMK Racing
- 647 VR Powerboat Racin
- 648 War Games: Delcon 1
- 649 WarCraft 2
- 650 Warhammer
- 651 WCW Nitro
- 652 WCW/NWO Thunder
- 653 WCW V's The World
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- 656 Wipeout 2097
- 657 WWF In Your House
- 658 WWF War Zone
- 659 Xena: Warrior Princess

- 660 Street Racer
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- 674 The Lost World
- 675 The Unholy War
- 676 Theme Hospital
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- 681 Time Crisis
- 682 Tobal 2
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- 684 Toca Touring Car 2
- 685 Tokyo Highway Battle
- 686 Tomb Raider
- 687 Tomb Raider 2
- 688 Tomb Raider 3
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- 690 T. Makonnen World Rally
- 691 Treasures of the Deep
- 692 Triple Play 98
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- 696 V-Rally
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- 706 WCW V's The World
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- 709 Wipeout 2097
- 710 WWF In Your House
- 711 WWF War Zone
- 712 Xena: Warrior Princess

- 713 NHL 99
- 714 NHL Breakaway 98
- 715 NHL Breakaway 99
- 716 Nightmare Creatures
- 717 Offroad Challenge
- 718 Quake 64
- 719 Quake 2
- 720 Road Rash 64
- 721 Rainbow 6
- 722 Robotron X
- 723 Rush 2: Extreme Racing USA
- 724 S.C.A.R.S.
- 725 Fighting Force 64
- 726 Supercross 2000
- 727 WWF Attitude
- 728 Superman
- 729 Star Wars: EP 1 Racer
- 730 Star Wars: Rogue Squadron
- 731 Star Wars: Shadows
- 732 Super Smash Brothers
- 733 Supercross 2000
- 734 Top Gear Overdrive
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- 736 Turok
- 737 Turok 2
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- 740 Aero Guage
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- 742 WCW / NWO Revenge
- 743 FFA 98
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- 745 WCW Mayhem
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- 750 Jugg's Reckin' Ball
- 751 M.K. 4
- 752 M.K. Mythology's
- 753 M.K. Trilogy
- 754 Madden 98
- 755 Madden 99
- 756 Mario Kart 64s
- 757 Mario Party
- 758 Monopoly
- 759 Monster Truck Madness
- 760 Nagano Win Olympics
- 761 Nascar 99
- 762 NBA Live '99
- 763 NBA Hangtime
- 764 NBA In the Zone
- 765 NFL QBack Club 99

- 766 AllStar Baseball 99
- 767 Aero Fighter Assault
- 768 Automobili Lamborghini
- 769 Banjo Kazooie
- 770 BattleTanx
- 771 Bio Frenks
- 772 Bust-a-move 2
- 773 Bomberman 64
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- 776 Bust-a-move 2
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- 784 Doom 64
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- 787 Extreme G 2
- 788 F-Zero X
- 789 F1 Pole Position
- 790 F1 World Grand Prix
- 791 Mario Golf
- 792 Fighters Destruction
- 793 Forsaken
- 794 Gauntlet Legends
- 795 Clover
- 796 Golden Eye
- 797 Hexon
- 798 L.S. Soccer 64
- 799 V-Rally
- 800 Jugg's Reckin' Ball
- 801 M.K. 4
- 802 M.K. Mythology's
- 803 M.K. Trilogy
- 804 Madden 98
- 805 Madden 99
- 806 Mario Kart 64s
- 807 Mario Party
- 808 Monopoly
- 809 Monster Truck Madness
- 810 Nagano Win Olympics
- 811 Nascar 99
- 812 NBA Live '99
- 813 NBA Hangtime
- 814 NBA In the Zone
- 815 NFL QBack Club 99

- 816 NHL 99
- 817 NHL Breakaway 98
- 818 NHL Breakaway 99
- 819 Nightmare Creatures
- 820 Offroad Challenge
- 821 Quake 64
- 822 Quake 2
- 823 Road Rash 64
- 824 Rainbow 6
- 825 Robotron X
- 826 Rush 2: Extreme Racing USA
- 827 S.C.A.R.S.
- 828 Fighting Force 64
- 829 Supercross 2000
- 830 WWF Attitude
- 831 Superman
- 832 Star Wars: EP 1 Racer
- 833 Star Wars: Rogue Squadron
- 834 Star Wars: Shadows
- 835 Super Smash Brothers
- 836 Supercross 2000
- 837 Top Gear Overdrive
- 838 Top Gear Rally
- 839 Turok
- 840 Turok 2
- 841 Turok Rage Wars
- 842 Vigilante 8
- 843 Aero Guage
- 844 Wane Gretski 3D 98
- 845 WCW / NWO Revenge
- 846 FFA 98
- 847 World Driver Championship
- 848 WCW Mayhem
- 849 Golden Eye
- 850 Hexon
- 851 L.S. Soccer 64
- 852 V-Rally
- 853 Jugg's Reckin' Ball
- 854 M.K. 4
- 855 M.K. Mythology's
- 856 M.K. Trilogy
- 857 Madden 98
- 858 Madden 99
- 859 Mario Kart 64s
- 860 Mario Party
- 861 Monopoly
- 862 Monster Truck Madness
- 863 Nagano Win Olympics
- 864 Nascar 99
- 865 NBA Live '99
- 866 NBA Hangtime
- 867 NBA In the Zone
- 868 NFL QBack Club 99

- 869 Soul Collbur (new)
- 870 Super Speed Racing
- 871 Virtua Fighter 3TB
- 872 Knockout Kings 2000
- 873 Fighting Force 2
- 874 Vigilante 8: 2nd Off.
- 875 NBA Live 2000
- 876 Sled Storm
- 877 Twisted Metal 2
- 878 Cool Boarders 4
- 879 Rainbow 6
- 880 Resident Evil 3: Nemesis
- 881 Army Men: Air Attack
- 882 Wu-Tang: Shaolin Style
- 883 Thrasher: S. and Destroy
- 884 Gran Turismo 2
- 885 Dukes of Hazard
- 886 FIFA 2000: Major
- 887 WWF: Smackdown
- 888 Marvel Vs Capcom: Clash
- 889 Killer Loop
- 890 Army Men: Air Attack
- 891 KNND: Krossfire
- 892 South Park Rally
- 893 Worms Armageddon
- 894 Duke Nukem: Zero Hour
- 895 Toy Story 2
- 896 Rainbow Six
- 897 Castlevania: Legacy
- 898 WWF Wrestlemania 2000
- 899 Mario Party 2
- 900 Command and Conquer
- 901 Earthworm Jim 3D
- 902 Resident Evil 2
- 903 NASCAR 2000
- 904 BattleTanx: Global Assault
- 905 Hot Wheels: Turbo Racing
- 906 Knockout Kings 2000
- 907 Armormen: Project SWARM
- 908 Xena: Talsman of Fire
- 909 Jet Force Gemini
- 910 Gauntlet Legends
- 911 Harvest Moon 64

PlayStation NEW!!

- 912 Duke Nukem: Zero Hour
- 913 Toy Story 2
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- 915 Castlevania: Legacy
- 916 WWF Wrestlemania 2000
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- 354 Aero Dancing
- 355 Air Force Delta (new)
- 356 A-Life
- 357 Blue Stinger
- 358 Buggy Heat (new)
- 359 Daytona USA 2
- 360 Evolution
- 361 Get Bass
- 362 Godzilla Generation
- 363 House of the Dead 2
- 364 King of Fighters Dream Match '99
- 365 Marvel Vs. Capcom
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- 370 7TH Cross
- 371 Sega Rally 2
- 372 Sonic Adventure

BUYER'S GUIDE

Station Magazine has formed the Buyer's Guide to give you, the reader, an idea about the games that have been released over recent months. Use this as a guide when buying your PlayStation software.



360

PUBLISHER: Cryo
GENRE: Futuristic Racing
PRICE: A\$TBA/NZ\$TBA
SCORE: 6

An average racing game about futuristic vessels whipping up a wet storm along river circuits. Reminiscent of WipeOut with its colours and weaponry.



A BUGS LIFE

PUBLISHER: Disney Interactive
GENRE: Platforms
PRICE: A\$79.95/NZ\$99.95
SCORE: 7

Quite a charming little platform title, whose visuals are strikingly faithful to those of the movie. A tad simple for the more experienced gamers, but it's ideal for the littlies.



ACE COMBAT 3

PUBLISHER: Namco
GENRE: Flight Sim
PRICE: A\$79.95/NZ\$99.95
SCORE: 8

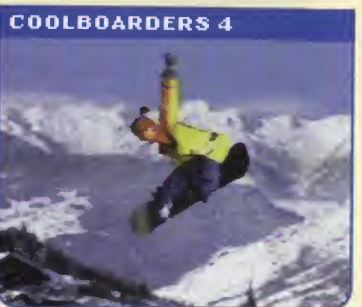
One of the only decent flight sims available on the PlayStation, with incredible graphics and excellent dog-fighting action. Pity it's a bit easy...



AFL '99

PUBLISHER: EA
GENRE: Sports
PRICE: A\$79.95/NZ\$99.95
SCORE: 7

Uses an interesting graphics technique whereby the players have polygonal torsos and sprites for limbs. The poor frame rate lets it down.



AIRONAUTS

PUBLISHER: Jack of all Games
GENRE: Flying Gameshow
PRICE: A\$69.95/NZ\$119.95
SCORE: 3

You play a criminal trying to redeem yourself by risking your life in an aeronautic arena. Avoid.

AKUJI THE HEARTLESS

PUBLISHER: Eidos Interactive
GENRE: Adventure
PRICE: A\$79.95/NZ\$99.95
SCORE: 7

A decent mixture of platforming fun, chilling plot, and Lara-style puzzles. The game is reminiscent of Soul Reaver, only it's not executed quite as well. Hey - how about settling for getting Soul Reaver? No point in settling for second best.

ANNA KOURNIKOVA

PUBLISHER: Sony
GENRE: Tennis
PRICE: A\$79.95/NZ\$69.95
SCORE: 8

A deep tennis game with all the charm and playability of the first Smash Court. Cute characters and amusing animations breathe life into the stale genre of videogame tennis. Sports fans should be wary that the game is entirely cartoony, and not realistic.

APE ESCAPE

PUBLISHER: Sony
GENRE: 3D Platform
PRICE: A\$79.95/NZ\$79.95
SCORE: 10

A superb adventure for younger gamers, or anyone with an itch to go catch some monkeys. Ape Escape is the first game to exclusively incorporate the Dual Shock controller, and it isn't even compatible with a standard controller at all. Colourful, imaginative, action-packed and huge, Ape Escape will enchant all ages, and last for ages too.

BEAST WARS

PUBLISHER: Hasbro
GENRE: Action
PRICE: A\$69.95/NZ\$119.95
SCORE: 3

Transformers the cartoon ruled. Transformers the Movie ruled. Beast Wars was a questionable spin-off, but it was fine. The game, however, plays like a dog. No wild robot shoot-outs like in Ghost in the Shell or anything - just platforms. There is no justice.

BUGS BUNNY

PUBLISHER: Ozisoft
GENRE: 3D Platform
PRICE: A\$79.95/NZ\$99.95
SCORE: 6

Everyone's favourite wabbit stars in his own 3D platform title. Bugs looks surprisingly round for a polygonal character. It's not a bad game, but it's simplistic for veterans of the genre. Recommended for younger players.

BUST A GROOVE

PUBLISHER: Sony
GENRE: Dancing
PRICE: A\$69.95/NZ\$79.95
SCORE: 8

The dancing title for your PlayStation. Your head will swim at the sight of the silky smooth graphics and your booty will bounce to the beat of the tunes. Two dance contestants take the stage and try to out-boogie each other with timing and skill. It is guaranteed to please any crowd, or even a small gaggle. If you can find it, buy it, for it is no longer in production.

CARMAGEDDON

PUBLISHER: Ozisoft
GENRE: Driving
PRICE: A\$89.95/NZ\$109.95
SCORE: 8

A mighty fine conversion it is. Not for the squeamish, this game is filled with zombies, dismemberments, gore-filled car accidents, and a hapless wee lamb named Fifi who survives the destruction. Carmageddon is definitely for lovers of wild destruction and mayhem.

COOLBOARDERS 4

PUBLISHER: Sony
GENRE: Snowboarding
PRICE: A\$69.95/NZ\$109.95
SCORE: 6

Oh dear... someone seems to have goofed up pretty badly here. Coolboarders 4 is hardly representative of the sporting traditions that have ordinarily been associated with its name. The graphics are inferior to CB2 and 3, and it doesn't control well either.

CRASH BANDICOOT 3

PUBLISHER: Sony
GENRE: 3D platform
PRICE: A\$39.95/NZ\$39.95
SCORE: 10

The best reached a glorious climax with this beautiful game. Go scuba diving, fly an aeroplane, ride the tiger, hoon on a motorbike, pilot a spaceship and surf on a jetski! Crash Bandicoot: Warped is a platforming experience not to be missed by anyone. An absolute must for any platformer fan.

CRASH TEAM RACING

PUBLISHER: Sony
GENRE: Kart racing
PRICE: A\$69.95/NZ\$79.95
SCORE: 10

A perfect Mario Kart clone, CTR takes the silly karting genre to new heights of excellence with crazy weapons and wacky characters. Multitap compatible for four player fun.

DEMOLITION RACER

PUBLISHER: Ozisoft
GENRE: Destructive driving
PRICE: A\$59.95/NZ\$69.95
SCORE: 4

An enjoyable yet ugly game about cars, with equal emphasis on racing them and then smashing them. Features the destruction derby bowl right out of Destruction Derby 1 & 2, plus many racing tracks and modes.

DINO CRISIS

PUBLISHER: Ozisoft
GENRE: Horror
PRICE: A\$89.95/NZ\$99.95
SCORE: 9

Jurassic Park meets Resident Evil. Play the curvaceous special forces babe Regina as you investigate an island research base where re-gen'd dinosaurs have run amok. Sharp graphics and a lingering sensation of menace make it the best game of its kind yet seen.

DRIVER

PUBLISHER: GT Interactive
GENRE: Driving
PRICE: A\$79.95/NZ\$99.95
SCORE: 9

Think GTA, except in first person. This game puts you in the shoes of an undercover cop, and your missions involve high speed chases, bank robberies, getaways, and other forms of motor-head malarkey through the streets of America. A satisfying game in every respect.

DUNE

PUBLISHER: EA
GENRE: Real Time Strategy
PRICE: A\$69.95/NZ\$79.95
SCORE: 8

Differs from the PC version in that it's fully polygonal, and suffers a number of minor hiccups as a result. Not a bad alternative to C&C Retaliation or Warzone 2100.

EVERYBODY'S GOLF 2

PUBLISHER: Sony
GENRE: Golf
PRICE: A\$79.95/NZ\$99.95
SCORE: 7

Worthy of a higher score for pure gameplay, but it was lowered due to the fact that it is almost identical to EG1. Cute, very playable and great for parties. One of the most underrated series of all time, but again, it's disappointing that the game didn't have many new features.

EHRGEIZ

PUBLISHER: Sony
GENRE: 3D fighting
PRICE: A\$79.95/NZ\$99.95
SCORE: 9

Concocted in the minds of the best developers in Square and Namco, Ehrgeiz is the most advanced and complicated 3D fighting game ever made. Features a full RPG mode and several mini-games. Just brilliant.

FIFA 2000

PUBLISHER: EA
GENRE: Soccer
PRICE: A\$79.95/NZ\$99.95
SCORE: 10

The absolute best soccer game of all time just got better. Superb lighting effects top the list of this year's improvements, with a superior framerate and higher polygon count adding to the joy. Look at this game for a nanosecond before buying.

FINAL FANTASY VIII

PUBLISHER: Sony
GENRE: Epic RPG
PRICE: A\$79.95/NZ\$99.95
SCORE: 10

A better game than FFXVII in many respects, continuing the fine traditions that were set by FFXVII. The game is filled with a massive four discs' worth of turn-based combat, hours of the world's best FMV and a never-ending plotline, this is a game that will hold any player still for months, if not years. And every character in there is a babe.

FORMULA 1 '99

PUBLISHER: Psygnosis
GENRE: Racing
PRICE: A\$79.95/NZ\$99.95
SCORE: 9

One of the best formula 1 simulations you'll find. Forget the horror of last year's installment: this game brings the series back to its former glory.

FORTY WINKS

PUBLISHER: GT Interactive
GENRE: Platform
PRICE: A\$79.95/NZ\$89.95
SCORE: 6

A vaguely original platform game in which two children must search a number of dream realms to find the forty winks. Some nice ideas, but there are so many of these games anyway. And why oh why does this game not have a co-operative two-player mode? It would've been much better with it!

GRAN TURISMO 2

PUBLISHER: Sony
GENRE: Racing
PRICE: A\$79.95/NZ\$99.95
SCORE: 9

The PlayStation's flagship racing title. Interestingly, the graphics in Gran Turismo 1 look better. However, this sequel offers more cars and tracks, making it a worthy enough sequel. Hardcore fans take note: there's no drag racing in the game!

GRAND THEFT AUTO 2

PUBLISHER: Take2 Interactive
GENRE: Criminal Acts
PRICE: A\$79.95/NZ\$59.95
SCORE: 9

A splendid sequel that carries through Grand Theft Auto's tradition of ignoring the law in a big city. Plenty of "you're nicked," and "cor blimey!" type language to suit the times plus the odd murder, kill frenzy and hit and run. Playing various bosses against each other is also a great new feature ingame.

GRANDIA

PUBLISHER: Ubi Soft
GENRE: RPG
PRICE: A\$79.95/NZ\$59.95
SCORE: 8

If you don't get Final Fantasy VIII, get Grandia. It's very old school, very classy, and highly imaginative. Pity it came out so late, because there are a lot of aspects that are better than Final Fantasy. RPG fans will love this.

CRASH TEAM RACING



DINO CRISIS



DRIVER



FINAL FANTASY VIII



FORTY WINKS



GRAN TURISMO 2



JADE COCOON



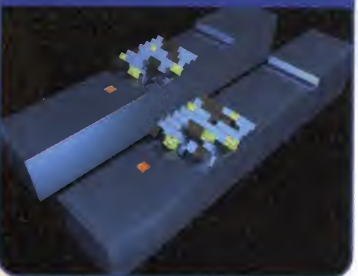
KILLER LOOP



KINGSLEY



KURUSHI FINAL



MISSION IMPOSSIBLE



MONKEY HERO



GUNGAGE

PUBLISHER: GT Interactive
GENRE: 3D Shooter
PRICE: A\$89.95/NZ\$99.95
SCORE: 7

Run around in chunky environments blasting all that moves and many things that don't. An appreciable game for shoot-em-up devotees with some truly imaginative boss characters, but not for most people. Most people would probably prefer Duke Nukem or one of the Tomb Raider games.

INTELLIVISION CLASSICS

PUBLISHER: Activision
GENRE: Retro games
PRICE: A\$TBA/NZ\$TBA
SCORE: 6

A collection of thirty-odd games from the old Intellivision console. Includes interviews with developers. Retro heads will love this title to death, but everyone else would just use the game as an expensive coaster.

JADE COCOON

PUBLISHER: Crave Entertainment
GENRE: RPG
PRICE: A\$79.95/NZ\$99.95
SCORE: 7

You might be disappointed if you're looking for a Final Fantasy alternative. It's more similar to Azure Dreams and Guardian's Crusade in how you raise young monsters. Awesome animated FMVs, though.

JET RIDER 3

PUBLISHER: Sony
GENRE: Jetski Racing
PRICE: A\$TBA/NZ\$TBA
SCORE: 4

The third Jet Rider in the series is almost identical to the first two: you race over all manner of surfaces, pulling off big stunts and using the electromagnetic poles to corner sharply. Colourful fun, sadly with a poor framerate and really dodgy controls.

KILLER LOOP

PUBLISHER: Crave Entertainment
GENRE: Anti-grav racing
PRICE: A\$79.95/NZ\$TBA
SCORE: 7

Best described as the best clone of WipeOut on the market. The main difference is that you are magnetised to the walls, which puts new mechanics to play. Not a bad catch if you're looking for something to succeed WipeOut 3.

KINGSLEY

PUBLISHER: Sony
GENRE: 3D platform
PRICE: A\$89.95/NZ\$119.95
SCORE: 3

Kingsley is Psygnosis' absolute worst game to date. Rancid pig-vomit. Usually, Psygnosis are reliable developers but this game really proves that everyone makes mistakes, and that platformers are not their forte.

KURUSHI FINAL

PUBLISHER: Sony
GENRE: Puzzle
PRICE: A\$79.95/NZ\$69.95
SCORE: 8

This is arguably one of the toughest puzzle games ever conceived on the PlayStation. If you loved the challenge of Devil Dice, or are a puzzle fan anyway, make this game your next stop. Very stylish and it supports two players.

LEGEND OF KARTIA

PUBLISHER: GT Interactive
GENRE: Strategy
PRICE: A\$79.95/NZ\$99.95
SCORE: 8

A fantastic title for anyone who loved Vandal Hearts. It's a traditional turn-based strategy game with a wonderful storyline and excellent graphical effects. Some of us think it's better than Final Fantasy Tactics!

METAL GEAR SOLID

PUBLISHER: Konami
GENRE: Tactical Action
PRICE: A\$49.95/NZ\$49.95
SCORE: 10

Probably the PlayStation's biggest name yet, Metal Gear Solid is subtitled "Tactical Espionage Action", and it is just that. As an old spy dragged out of retirement for a mission the world depends upon, you must break into high-tech installations and rescue the hostages using whatever you can find lying around to help you out.

MISSION IMPOSSIBLE

PUBLISHER: Ozisoft
GENRE: Action/Espionage
PRICE: A\$79.95/NZ\$TBA
SCORE: 9

Slightly better than its N64 counterpart, MI features fake face skins that made the TV show so good. For running around doing missions, this is above average, but for fans, it's the closest you'll get to the real thing.

MONACO GP 2

PUBLISHER: Ubisoft
GENRE: Driving
PRICE: A\$89.95/NZ\$TBA
SCORE: 9

One of the best Formula 1 racing games available for PlayStation, MGP2 offers an excellent mix of graphics, sound and realistic gameplay that features an arcade mode for the beginners and simulation mode for the experts. This game comes very highly recommended.

MONKEY HERO

PUBLISHER: Take 2
GENRE: RPG
PRICE: A\$89.95/NZ\$99.95
SCORE: 4

Monkey Hero should be given credit for trying to revitalise some interest in traditional 2D RPGs, but this game does more damage to the genre than actually helping it. With its strict linearity and simple puzzles, this is a game that would only suit younger players. In a word, though: bollocks.

MTV SNOWBOARDING

PUBLISHER: GT Interactive
GENRE: Snowboarding
PRICE: A\$89.95/NZ\$119.95
SCORE: 4

Another questionable snowboarding title to add to the growing pile. Thing is, it sucks. Don't touch it unless a gun's pointed at your head. Yet another piece of evidence that the whole snowboarding genre is just a fad.

MUSIC 2000

PUBLISHER: Ozisoft
GENRE: Music application
PRICE: A\$89.95/NZ\$119.95
SCORE: 9

Not a game; a music maker. Sample your own sounds off any music CD - yes, using your PlayStation - and mix them into your own custom designed beat. A complete sound studio that no budding DJ should miss.

NBA LIVE 2000

PUBLISHER: EA
GENRE: Basketball
PRICE: A\$79.95/NZ\$69.95
SCORE: 9

NBA Live 2000 continues EA Sports' tradition of churning out the best sports sims in the market. It has the graphics, the motion, the stats, and now finally the addition of Michael Jordan, all packed into the game.

NHL 2000

PUBLISHER:	EA
GENRE:	Ice Hockey
PRICE:	A\$79.95/NZ\$69.95
SCORE:	9

Simply the best in ice hockey, simply because of the Hit button, used to initiate violence in the rink. Great graphics and framerate; rich statistical data - this is the kind of game all hockey fans flock to.

NHL CHAMPIONSHIP 2000

PUBLISHER:	Activision
GENRE:	Hockey
PRICE:	A\$79.95/NZ\$119.95
SCORE:	8

This is Fox Sports' own take on the NHL craze, and they've done a considerably better job than their previous basketballing effort. Worth checking out if you're into the sport, or if you're at all disenfranchised by the EA steamroller.

NO FEAR BIKING

PUBLISHER:	Ozisoft
GENRE:	Downhill cycling
PRICE:	A\$79.95/NZ\$TBA
SCORE:	8

The first game to take cycling seriously does a very good job. The handling and feel are substantially different to the physics of a car game. Overall, an oddly relaxing game with oodles of strategy, stunts and speed. And it comes with Hillous' personal seal of approval!

PAC MAN WORLD

PUBLISHER:	Sony
GENRE:	3D platform
PRICE:	A\$79.95/NZ\$129.95
SCORE:	5

Alas, poor Pacman, we knew him well. Now he is fashionably 3D, making him the star of a mediocre platform game. On the other hand, the retro-heads seem to really like the game. Check it out, if you can be bothered.

POY POY 2

PUBLISHER:	GT Interactive
GENRE:	Party Game
PRICE:	A\$79.95/NZ\$119.95
SCORE:	8

With a multimap and a few friends, this game simply can't be beat. All you have to do is throw some rocks and other dangerous articles at your varied competitors in a small arena. That's basically the aim of the game! There is a good sense of humour in this that makes for a great fun game.

RAINBOW 6

PUBLISHER:	Jack of all Games
GENRE:	Action/Espionage
PRICE:	A\$79.95/NZ\$119.95
SCORE:	9

An excellent spy-like thriller that will require more than just gunpowder to play. Smart enemies and a team of many to commandeer makes it a winner over the likes of Quake 2. Think of it as Metal Gear Solid, but in first person.

READY 2 RUMBLE

PUBLISHER:	Playcorp
GENRE:	Boxing
PRICE:	A\$79.95/NZ\$119.95
SCORE:	8

The most accessible boxing game for PlayStation yet. Immemorable titles include Knock Out Kings and Victory Boxing - R2R blows them out of the water, but the graphics are still a bit patchy. It's the best boxing game since Mike Tyson's Punch Out on the NES... no biting please!

RESIDENT EVIL 3

PUBLISHER:	Capcom
GENRE:	Survival Horror
PRICE:	A\$79.95/NZ\$99.95
SCORE:	9

The third chapter in the Resident Evil saga is the best ever. See the story of Leon and Claire from Jill's point of view. Better than the previous game in every way and a definite purchase for fans.

RIDGE RACER TYPE 4

PUBLISHER:	Namco
GENRE:	Driving
PRICE:	A\$39.95/NZ\$39.95
SCORE:	8

On one hand, the game's physics and mechanics are well executed through the JogCon. The game itself plays like a dream, being smoother and more sublime than any racer on any console. On the other hand, the game is far too easy to sustain any challenge. Should've been a 10, but it let it be down.

RONIN BLADE

PUBLISHER:	GT Interactive
GENRE:	Action/adventure
PRICE:	A\$79.95/NZ\$89.95
SCORE:	9

A story of a ronin samurai and female ninja with Resident Evil-esque backdrops. Lovely graphics, good storyline. Features a battle system with customisable combos, but more importantly the dynamic sex appeal that made The X Files such a hit.

RUGRATS

PUBLISHER:	GT Interactive
GENRE:	Multi-format
PRICE:	A\$79.95/NZ\$109.95
SCORE:	7

Rugrats is possibly the best choice around at the moment for the young gamers. It also features a variety of different minigames that are simple and enjoyable as well. The game is presented colourfully and is hugely enjoyable as long as you are young at heart.

SAGA FRONTIER 2

PUBLISHER:	Squaresoft
GENRE:	RPG
PRICE:	A\$79.95/NZ\$89.95
SCORE:	8

A charming RPG to the very end, and a very welcome change to the hardcore futuristic slant of the Final Fantasy series. No traditional RPG fan should miss this, as it's filled with wondrous eye-candy from start to finish.

SHAO LIN

PUBLISHER:	GT Interactive
GENRE:	Fighting sim
PRICE:	A\$89.95/NZ\$119.95
SCORE:	5

A confused title that doesn't know whether it's a fighting sim or an RPG adventure in feudal China. Lack of a decent plot relegates it to the former. Supports up to eight players at once with a multimap, so there's decent party play to be found. Try Wu Tang instead.

SILENT HILL

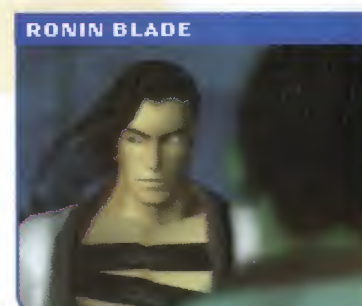
PUBLISHER:	GT Interactive
GENRE:	Horror Adventure
PRICE:	A\$89.95/NZ\$109.95
SCORE:	8

A truly petrifying thriller with astounding cinematography. It is let down by its weak characters, sometimes too dark settings and lack of plot direction. Still, it is guaranteed to deliver many shivers for those who really want to wet their pants. This is true intelligent horror.

SMURFS

PUBLISHER:	Ozisoft
GENRE:	Platform
PRICE:	A\$79.95/NZ\$99.95
SCORE:	7

A bog standard platform game that pretends to be 3D but isn't, resulting in blocky graphics and a linear game. The reputation is what will sell the game, but most people would probably prefer a game like Klonoa.



SOUL REAVER



SOUL REAVER

PUBLISHER: Ozisoft
GENRE: 3D RPG/Adventure
PRICE: A\$79.95/NZ\$109.95
SCORE: 9

In this gothic tale of the supernatural you play an ex-vampire turned soul reaver. Brooding and extremely well-spoken, this game is huge, with superlative graphics and a cool story. Even the loading screens are disguised as eerie cinematic sequences.

SYPHON FILTER



SPACE INVADERS

PUBLISHER: Activision
GENRE: Shooting
PRICE: A\$69.95/NZ\$89.95
SCORE: 5

The game of old returns in 3D, but it's not really any better than the 21-year-old original. The addition of the two player mode and special weapons save the game, but the bosses still suck. If you finish the whole thing you unlock the original version.

TOMB RAIDER IV



SYPHON FILTER

PUBLISHER: Sony
GENRE: Tactical Espionage
PRICE: A\$69.95/NZ \$79.95
SCORE: 9

Syphon Filter is the game for all you guys left wanting more after Metal Gear Solid. It's viewed over the shoulder, like Tomb Raider, but it has much better controls and heaps of weaponry to play with. Great espionage action.

V RALLY 2



THRASHER

PUBLISHER: Jack of All Games
GENRE: Skateboarding
PRICE: A\$79.95/NZ \$99.95
SCORE: 9

Call it the intelligent gamer's skateboarding game. Thrasher: Skate and Destroy focuses on collisions, body physics, and other game-deepening aspects of being a pro skater. Doesn't have the cool flashy tricks like Tony Hawk, though.

VIGILANTE 8: 2ND OFFENCE



TOMB RAIDER IV

PUBLISHER: Eidos
GENRE: 3D Platform
PRICE: A\$89.95/NZ\$119.95
SCORE: 9

The latest and greatest adventure starring Lara Croft, this game goes back to basics by providing smarter graphics, smarter level designs, and a training mode where you get to see Lara in her sumptuous youth as a 16 year old. Don't miss it!

TONY HAWK

PUBLISHER: Activision
GENRE: Skateboarding
PRICE: A\$89.95/NZ\$99.95
SCORE: 10

Superb, sublime, exquisite, amazing, astounding, enthralling and excellent. Tony Hawk supervised the creation of this fine game and the results bring tears to the eyes. Vast environments, superlative graphics, and the soundtrack could have been taken from any thrasher's walkman.

UM JAMMER LAMMY

PUBLISHER: Sony
GENRE: Rhythm/Dance
PRICE: A\$59.95/NZ\$69.95
SCORE: 9

The splendid sequel to Parappa has got more than thrice the songs, plus extra modes for two player rapping and jamming action. Unfortunately the PAL release was slightly edited due to dangerous references to death and philosophy, but it still maintains its spontaneous Japanese style.

V RALLY 2

PUBLISHER: Ozisoft
GENRE: Rally Racing
PRICE: A\$89.95/NZ\$99.95
SCORE: 9

The fastest rally racer on the PSX, VR2 creams Colin McRae, Rally Cross and its own prequel. A comprehensive track editor adds countless circuits to the already whopping 92 available, and there are all the upgrade and set-up options you could shake an oil stick at.

VIGILANTE 8: 2ND

PUBLISHER: Activision
GENRE: Driving/Action
PRICE: A\$79.95/NZ\$89.95
SCORE: 8

Lots more cars and weapons than before, but doesn't play all that differently from the first game. A definite improvement, so get this sequel if you're thinking at all about buying the original Vigilante 8.

WIP3OUT

PUBLISHER: Sony
GENRE: Futuristic
PRICE: A\$79.95/NZ\$89.95
SCORE: 8

Much flatter, greyer, smoother but some might say not as much fun. The only thing that makes it worth buying over 2097 is the split-screen and link-up

options, allowing for four player frolics. Wip3out's frame rate is exceptionally smooth, even in the multiplayer races.

WORMS ARMAGEDDON

PUBLISHER: Ozisoft
GENRE: Artillery
PRICE: A\$49.95/NZ\$49.95
SCORE: 10

You and your army of worms must blow up the armies of other worms with a hilarious array of weapons straight out of a Bugs Bunny cartoon. Quite simply, the best multiplayer game on the PlayStation.

WORMS PINBALL

PUBLISHER: Ozisoft
GENRE: Shooting
PRICE: A\$69.95/NZ\$89.95
SCORE: 2

Worms Pinball is an abomination. It takes the simple, magical formula of the game of pinball and drags it through a ditch of poor design, bad graphics and sloppy execution. In short, it's a shocker.

WU TANG

PUBLISHER: Activision
GENRE: 4-player fighting
PRICE: A\$79.95/NZ\$99.95
SCORE: 7

A terribly lack-lustre fighting title whose only merit worth boasting about is the 4-player mode. Fans of the hip-hop group will enjoy the music, though.

XENA

PUBLISHER: EA
GENRE: Action/Adventure
PRICE: A\$79.95/NZ\$99.95
SCORE: 8

Not unlike Tomb Raider, or Tenchu, this third-person action game pits you as Xena against an army of leather-clad nasties. Kick, slash, or use that death frisbee of hers! You can actually steer the thing towards the codpiece of your nearest enemy (they're all men of course). Xena: Warrior Princess is not really an amazing game, but is lots of medieval fun.

X-FILES

PUBLISHER: Sony
GENRE: Investigative adventure
PRICE: A\$79.95/NZ\$109.95
SCORE: 6

A sometimes slow game based on video sequences, starring Scully, Mulder and many other characters from the TV show. Was written and produced by the main man Chris Carter.

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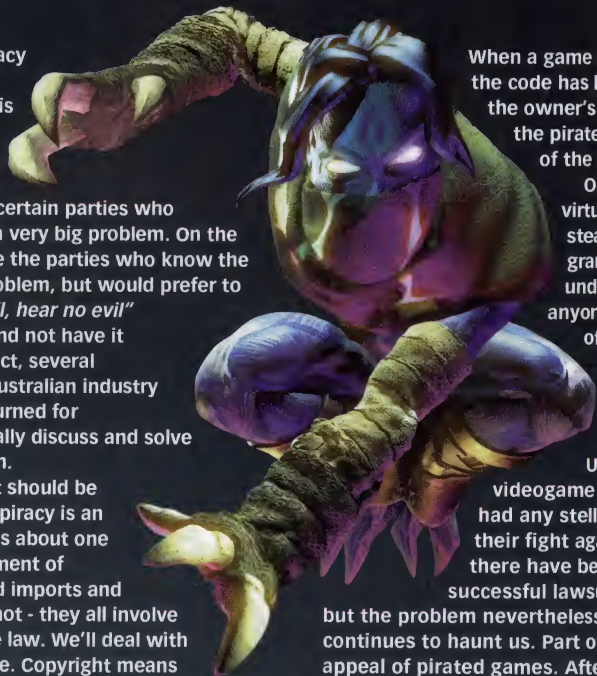
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THE CRITICS' CIRCLE

This is where the Station crew takes a serious look at the problems in the world of PlayStation. The Critic's Circle is a forum where we discuss hot and/or topical issues that affect your enjoyment in PlayStation gaming. This month, we tackle the contentious issue of **Videogame Piracy**.

Uideogame piracy is a very sensitive issue, as it is a virtually uncharted sector of the market. On one hand, there are certain parties who believe that it's not a very big problem. On the other hand, there are the parties who know the real extent of the problem, but would prefer to stick to a "see no evil, hear no evil" approach to piracy and not have it discussed at all. In fact, several publications in the Australian industry have already been burned for attempting to rationally discuss and solve this complex problem.

From the onset, it should be said that videogame piracy is an absolute evil. Piracy is about one thing alone: infringement of copyright. Nevermind imports and emulators and whatnot - they all involve different areas of the law. We'll deal with one problem at a time. Copyright means that the 'copyright holder', typically the game's publisher, 'owns' the work in question - this case being the videogame. It is a proprietary right, just the same as owning a car, a house, or a computer. By the same token, the programming code for a game is 'owned' by the publisher.



When a game is pirated, it means the code has been copied without the owner's permission, and that the pirate is making money out of the stolen information.

Obviously, this is virtually the same as stealing - only on a much grander scale. And understandably, like anyone else who's had one of their personal belongings stolen from them, the game companies are very upset about it. Unfortunately,

videogame companies haven't had any stellar success stories in their fight against piracy. Sure, there have been a number of successful lawsuits against pirates, but the problem nevertheless rejuvenates and continues to haunt us. Part of the problem is the appeal of pirated games. After all, who can resist the temptation of a blockbuster game for less than \$25? That's right: part of the problem is with the consumers themselves. That was partly the reason for the short-lived SCUM campaign, whose slogan "stop copying unauthorised material" was something of a tautology.

In light of this situation, is it not time to rethink the situation? Sure, they can parade around waving their flag, enforcing all of their rights absolutely - but is that winning them the war? An illegitimate multi-million dollar industry isn't going to disappear with a simple ad campaign and a few lawsuits. The strategy needs a bigger commitment.

One of the common suggestions that have been put to us has been to simply reduce the price of games generally. There is wisdom to this suggestion. Most people would prefer to purchase the real deal anyway. People would desert pirates in droves if it meant paying only a few dollars more than a pirated game, and a substantial portion of the pirate market would be recaptured.

Such a strategy is surely a preferable compromise, offering the combined benefits of a revitalised market and an almost definite end to the financial viability of piracy generally.

And this will all be at the cost of a slight dip in sales figures projections. Unfortunately, it is this anticipated dip that have the decision makers worried. They are worried about their next budget presentation - about the lower dollar figure they'll have to show. At this stage, considering the potential amount of money that'll be lost to piracy, it makes no sense not to try at least an alternative strategy. Is this a case of having more marketing sense than a sense of the very technology they deal in? It would be a shame if the fight against piracy was allowed to stagnate here.

THE MOST UNLIKELY VICTIMS

Wipeout 3



WIPEOUT 3

Easily one of the most anticipated PlayStation releases in a long time. The game was a critical success, garnering praise for smooth motion and excellent soundtrack. Yet commercially the game has sold very poorly in the market - one main cause being piracy. The game's performance was so poor, in fact, that Psygnosis are rumoured to be considering not even bothering to continue development of the fourth installment.

SOUL REAVER: LEGACY OF KAIN

Again, another critically acclaimed title that suffered in the sales stakes. The game apparently performed reasonably well in our own local markets, but when time came for Eidos Interactive to report on its overall performance for the past financial period, it was eventually revealed that Soul Reaver sold well below expectations.

Soul Reaver: Legacy of Kain



Street Fighter



STREET FIGHTER

The game is easily one of the most popular titles in the arcades and at home. It has touched the heart of virtually every videogame player to date. It has spawned more sequels than any other game in the industry. Yet when it comes to our own local release, the local distributors don't even bother bringing out large numbers of the title since they apparently don't sell well.



NEXT EDITION

LOOK WHAT AWAITS IN NEXT MONTH'S ISSUE OF STATION!

ROLLCAGE STAGE 2

The smash hit all-terrain, upside-down racer that rocked '99 is back, with phatter beats, funkier graphics and awesome weapons! It's even easier than the first one! If there's one thing Psygnosis can make, it's futuristic racers! Be sure to check out our full review!

SYPHON FILTER 2

989 Studios blew us away with the first Syphon Filter, and we've finally got a look at the sequel! Complex mission objectives, new weapons, new heroes and villains, a smoother graphics engine, and even a 2 player deathmatch mode! We can't wait!

BIGGEST PSX SEX SCANDALS

If you thought our topless Lara Croft cover in issue 7 was a scandal, just wait till you see the rest of the flesh that the PlayStation's been exploiting! Next month, we lift the veil on the raciest and most controversial skin-gossip that nobody wanted you to hear!

AND, WE FULLY EXPOSE THE FIRST PLAYSTATION 2 IN AUSTRALIA!

ALSO COMING NEXT MONTH:

Jedi Power Battles, Micro Maniacs, Rayman 2, Colony Wars Red Sun, Duke Nukem: Planet Of The Babes, Colin McRae Rally 2, the latest DVD reviews, and much more!



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